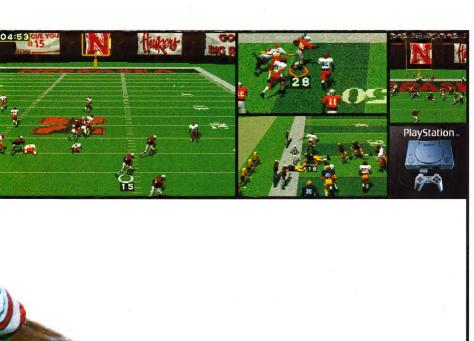
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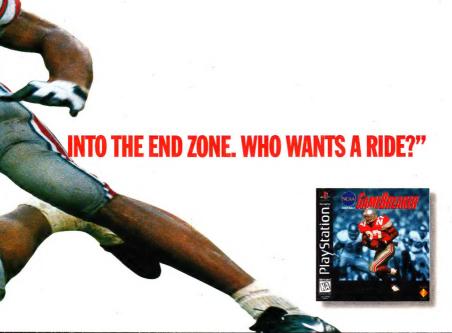
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# ELECTRONIC

By **Ed Semrad** 

he Nintendo 64 launch in Japan was apparently a success with all 500,000 game systems reportedly sold in a matter of days. But was it really the beginning of a new generation in video games?

First, let's look at the numbers. While selling a half million systems is certainly a great way to roll out a product, one has to remember that it happened in Japan, Even Pioneer's LaserActive and NEC's PC-FX sold very well. when they were introduced, mainly because Japanese game players like new technology and aren't hesitant to spend a few hundred dollars for something new. We'll have to wait and see how well the second production run of N64s sells later this month. If all 300,000 sell out, Nintendo could just break the magical 1 million mark in a matter

of a couple of months. On the game front, Super Mario 64 was also a hot item. The story is that it was selling on a 1-to-1 basis with the systems. Nothing new here, Nintendo would now have to start players have to play something on the new system. Anyway, who could systems and games ready for the resist playing the best 3-D game ever made? It was no surprise when it easily got the number one spot on of the grey market N64 import the Famitsu's weekly game chart. At machine are brisk despite very press time. Super Mario 64 still remained at number one for the second week. PilotWings 64 is a dif-being charged in some stores. ferent story. It started at the number-four spot and quickly dropped to number seven the second week. Apparently the Japanese game players' interests quickly switched to the new second- and third-generation Saturn and PlayStation games like International Track & Field and KOF '95. Perhaps PilotWings will have a more loyal following here in the U.S. The third N64 launch title? Don't even ask The uninspiring and certainly underpowered Japanese chess game started at number 16 and dropped to position 24. Apparently



Ed tries out Namco's Galaxian 3 at a recent Japanese PlayStation show.

opted to buy this sad game. (It's probably a difference in culture.)

So where does Nintendo go from here? It appears that they are going to "coast" for a couple of months as there are no new games scheduled to come out for about 60 days There has been no hype or new screen shots in the Japanese magazines for Nintendo's second batch of games like Mario Kart R. Star Wars or Cruis'n USA and one would guess that having done the required "official" Japan-first launch. cranking on getting the half million scheduled U.S. launch on Sept. 30.

Meanwhile, in the U.S. the sales limited quantities and an unusually high \$699+ price (plus shipping) Also, Nintendo of America is being unusually quiet this time around about any potential U.S. game compatibility problems that we might eventually encounter if our players jump the gun and buy the Japanese N64 system. Hmmm.

Bottom line: It's still too early to see if the N64 will become the dominant game system in Japan, The only thing I know for sure is that I'm having the most fun I've had in years playing Super Mario 64, It's like 1991 all over again when I spent three weeks playing Super Mario World. Good job we were about the only players who Mr. Miamoto!

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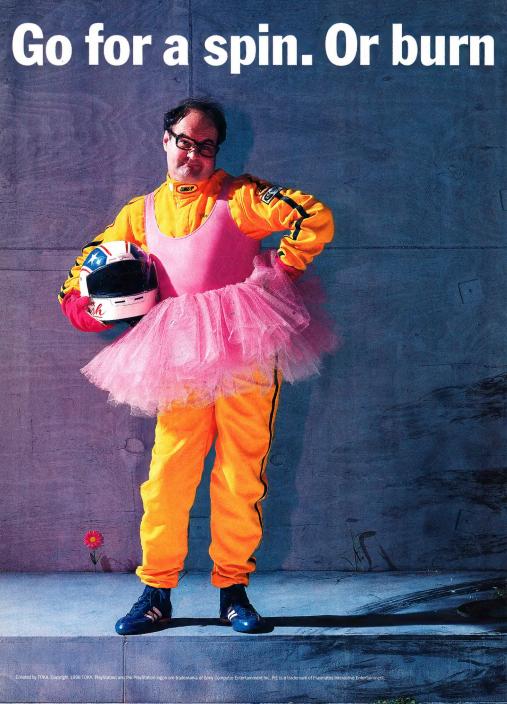
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16-20

24-30

SOVIET STRIKE CRASHES INTO ACTION IN THIS ISSUE. CHECK OUT WHAT MAKES THIS GAME TRULY STAND OUT AS A WINNER ON PAGE 50!

INSERT COIN
Our editor reminisces about the past and ponders the future.

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The news that's making headlines in the world of video games.

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goodies in this once-in-a-lifetime opportunity!

## E EUTIUR ES



#### SAY HELLO TO THE NINTENDO 64 AND ITS AWESOME GAMES!

With the Nintendo 64's release just around the corner, gamers will finally be able to answer the question: Was the system worth the wait? With EGM's in-depth coverage and detailed pictures on the system as well as Mario, PilotWings and other N64 games in this issue, rest assured that the answer will be YES!

gave players their first chance to soar above realistic terrains?

#### IT'S A LONG DAY'S JOURNEY INTO NIGHTS

Go behind the scenes to take a look at one of Sega's biggest games coming out this year: NiGHTS. Play as a child, traveling in a land of dreams trying to stop an evil wizard from porting over to your reality. With awesome graphics and high replay value, this game will give Sony and Nintendo a run for their money!

"...your sense of reality will be suspended."





#### BATTLE MONSTERS IN THIS INDIANA JONES-ESQUE GAME!

Play as a Linda Hamilton-type character who must explore every nook and cranny while slaying monsters in Eidos Interactive's 3-D adventure game, Tomb Raiders. Starting in Peru and ending in the lost city of Atlantis, this game is action-filled all the way.

"...she carries two pistols that she wields Reservoir Dogs-style."



#### 82 SATURN

Street Fighter Alpha 2 serves up some serious fighting action!

#### 88 PLAYSTATION

Save the Muu Muus from the evil clutches of an unusual baddie in Jumping Flash! 2.

#### 106 SUPER NES

Race as one of your favorite rubber-suit wearing Power Rangers in a fight to the finish line. IT'LL BLOW YOUR \* 10#95 MAN



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THE BEST VIDEO GAME NEWS

# PRESS

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#### HOTCAKES

The Nintendo 64
Launch in Japan
Made History—but
will History Repeat
Itself in the U.5?
EGM Checks It Out

he June 23 launch of the Nintendo 64 in Japan, as expected, generated incredible fanfare—enough to arouse the interest of major news networks that turned some N64 sales points into a media event. The system launched with three available games and a lineup of peripherals and controllers.

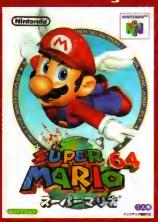
Nintendo of America representatives had no official comment on the success of the Japanese N64 launch. However, a source close to the company claimed the stores sold 90 percent of the initial 350,000 systems in the first couple of days. In addition, the source asserted that Super Mario 64 sold at almost a 1-to-1 ratio with the system. Those numbers seem to jibe with published reports from Japan. In those statements, Nintendo of Japan officials were quoted as saying 80

percent of the 500,000 systems were already reserved for gamers—and those were just gamers who already pre-ordered systems. In fact, most of the initial lines that formed for the N64 on June 23 were players who already preordered, and were just impatient about getting their hands on the system, according to Weekly Famitsu Magazine in Japan. Overall, the launch seems to have generated phenomenal sales, which seem likely to continue this summer.

#### and on this end...

Thanks to importers and mail-order houses, die-hard players did celebrate the Nintendo 64 launch here in the United States by buying Japanese systems and games. However, as in the Japanese PlayStation and Saturn sales, the fun didn't come cheap. Prices for the system reportedly went as high as \$1,000 a pop; however, EGM's checks to import houses revealed price tags closer to the \$500 range-a system plus one game. Games sold separately were running for \$140-150 (not too bad considering that gamers in Japan are paying \$95 retail for N64 carts). Even with these high prices, sales of the Japanese N64 have been rather brisk, with one retailer going as far as saving, "They're selling like hotcakes."

#### The Three Amigos: N64 Launch Titles



Super Mario 64: Not surprisingly, reports from Japan indicate this game has sold at a 1-to-1 ratio with the system—not too shocking considering the dearth of titles out in Japan (and Mario's popularity). However, k's too bad the launch in the United States will have no pack-in—after all, why give away for free a game you know everyone'll buy?



Here's the box cover for Seta's Japanese chess game. This game, along with the other titles, is selling for rough by \$95 U.S., a tough sell when 32-Bit CDs cost half that price.



History repeats itself: Nintendo launched the original Philotwings to show off the Super NES' Mode 7 graphics (remember the rotating grounds?); this new version truly showcases the N64's anti-aliasing and 3-D capabilities.



Bigger isn't always better: Compared to the Super NES cart (above), the N64 cart (below) is the same thickness but it's an inch thinner and a tad shorter.



But will the phenomenal Japan launch be mirrored in the United States? While the Christmas season remains an X-factor, with Sony and Sega yet to counterattack, the first few weeks of the U.S. launch are bound to look like Japan's, but on a smaller scale—shortages and all. With that said, here's some factors to consider if you're thinking of buying a Nintendo 64 system on Seot. 30:

Prepurchase: There've been reports on the Internet that some retail chains are cutting off their prepurchase programs for fear of a system shortage. While this might be a smoke screen by Nintendo of America to entice more prepurchase sales, the first two shipments of Nintendo 64 systems in Japan were promptly devoured by retailers within days. Considering that only 500,000 systems will be up for grabs for the entire U.S. this Christmas. prepurchasing may be a prudent move-besides, the \$249 price tag doesn't seem to be going down any time soon. An added bonus is that a prepurchased system guarantees a \$249 price tag: although that's Nintendo's suggested retail price, a caveat states retailers can charge whatever they want-so if shortages

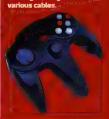
occur, the N64's price might very well rise without Nintendo's consent.

More importantly, it may be a good idea to prepurchase software if

On the road again: To meet the anticipated demand (and long lines) for preordered N64 systems, some vendors set up shop in the streets.

#### Mad Catz Gets Into N64 Act

Joining Nintendo's launch of its 64-Bit platform will be Mad Catz. The peripheral maker will come out with several accessories for the N64, including the Advanced Controller (below), which has a Turbo button in addition to the standard N64 controls. Also, Mad Catz will make an N64 version of its Analog Steering Wheel, which gives players two foot pedals, a stick shift and a wheel that turns 270 degrees. Other products slated for release include 256 KB memory cartridges, a flight stick and



you can find a store that's doing so. Some retailers experienced similar shortages with Saturn and PlayStation software in the initial weeks of their respective launches—expect history to repeat itself here.

■ Cheat: If you're really, really that deprayed for N64 action, you might want to shop around before prepurchasing. After all, Nintendo will have to ship all these systems weeks before launch-and they will find it difficult enforcing the Sept. 30 launch date with every single retail store, no matter how hard it may try. In Japan, a few vendors jumped the gun and sold their systems the night before or at midnight, which was frowned upon by Nintendo but inevitable. Ask your local retailer when exactly they'll be selling the





Talk about priming the pump: Roughly a week before launch, Nintendo of Japan sent out demo units to retailers so shoppers could sample the goods.

N64—if you're lucky, you might get your system hours or days ahead of the crowd. (However, expect Nintendo to levy some sort of penalty on retailers who sell before the launch date.)

#### wanted: N64 games

The only factor tempering the Nintendo 64 launch, it seems, was the lack of software available. Even worse, the N64 launch took place without an RPG game—a staple for Japanese gamers—and none seem to be in the works until next year. Mario 64 may have sold the system, but the N64'll need a lot more than that to win the video game war.

EGM has compiled a list of all officially announced N64 games to date (\* denotes working title):

■ Games for U.S. Release (first-party titles except where otherwise noted): Blast Corps, Body Harvest, Buggie Boogie, Cruis'n USA, Doom (Williams). FIFA 96 (EA Sports), Freak Boy (Virgin), GoldenEve 007, Ken Griffey Jr. Baseball, Killer Instinct, Kirby's Air Ride, Mission: Impossible (Ocean), Monster Dunk (Mindscape), Mortal Kombat Trilogy (Williams), NBA Hang Time (Williams), PilotWings 64, Robotech: Crystal Dreams (GameTek), Robotron X (Williams), Star Wars: Shadows of the Empire, Silicon Valley\* (BMG), StarFox 64, Super Mario 64, Super Mario Kart R, Tetrisphear, Top Gear Rally (Kemco), Turok: Dinosaur Hunter (Acclaim), Ultra Combat\* (GT Interactive), Ultra Descent\* (Interplay), War Gods (Williams), Wave Race 64, Wayne Gretzky Hockey (Williams) and Zelda 64\*.

■ Partial List of Games for Japanese Release (not already listed above): Dark Rift (Vic Tokai), Dragon Quest VII (Enix), Cu-om-pa (T&E Soft) and Super Bomberman 64\* (Hudson Soft).



You'd think one huge

system launch would be enough excitement for Nintendo. Nope: Now the company wants to launch into outer space! This is no small-fry operation either, considering its main partners are Nomura Research Institute and the software empire Microsoft. The partnership's game plan is to provide TV content to homes via satellite communication, similar to digital satellite systems here in the U.S. However, the service would provide Internet and online programs in addition to regular TV shows. The program could be up and running as soon as mid-1997. Given the presence of both

#### Nintendo and Microsoft, there's sure to be lots of gaming-related material

available; however, at a press conference Nintendo of Japan President Hiroshi Yamauchi dismissed rumors that the system would turn the Nintendo. 64 into a possible Internet machine. For now, the company will pursue PC-based software (not just games) that could include news and other services. While Nintendo provides the home

microsoft will provide the net interface, which will be based on its network service. Unfortunately for U.S. gamers, the deal at this point involves only the Japanese market.

linkup and modem:

devices,

For all those holding their breath for a PlayStation Internet surfer, here's something to mull over: The company this fall will put out an Internet surfer box that hooks up to your TV, a la the **Bandai** Pippin @World. **Sony** is licensing technology from **WebTV**Networks,
which estensibly will navigate the problems of fitting a Web page on a low-resolution television screen. What does this mean for gamers? Well, the announcement indicates **Somy** will not go **Seg**(a's route of providing Web access through a video game console because it would be cheaper for the company to build a separate machine better suited for the task of net surfing. On the other hand, it's not out of the question for Sony to apply the Web TV technology and create a PlayStation peripheral add-on that would work with the console-and perhaps offer networked gaming-although that assertion is pure speculation at this point.

SNIK has found a quick way to boost the STEGA Saturn's brainpower, by making a 1 MB RAM memory expansion cartridge that plugs into the back of the console. This should help reduce load time between the CD and system-but only with games designed to be compatible with the 1 MB add-on. SNK, as you may recall in an earlier issue of EGM. was first to create a CD+cartridge game with King of Fighters '95 for the Saturn.

# SATURN'S FIRST TO EXPLOIT 'NET

#### **Peripherals** Give System **Full-Fledaed Online Access**

n the race to marry online access with video gaming. Sega has blown the doors off its competition in Japanand aims to do the same in the United States. In a matter of months, the company has announced a new modem called Net Link and several new online services that run the gamut from avatar-based worlds to network gaming via the XBand-all lumped together under the Sega Saturn Network label.

New details have surfaced about how the Saturn will ham dle these chores, beginning with the introduction of two new peripherals (shown below) that very well might make their way to the United States

The Netscape-compatible browser program that will be able to wade through Web pages will be placed on CD and 'net access will be made available through 150 service providers in Japan.

An additional service dubbed Habitat II, will let users create an alter ego and explore a virtual community. In this digital domain, visitors will be able to see each other in



The XBand's first compatible game will be Sega's Virtua Fighter Rembt which will be bundled in with the Net Link modem package

the "streets" and interact with one another-not just with Saturn users, but with PC owners who have the Habitat II program (which probably won't be released outside of Japan, unfortunately)

Still, the Net Link service that should generate the most excitement with players is XBand, which will connect two players by phone lines and let them battle head-to-head with no noticeable latency

Sega of America has announced only Baku Baku as a Net Link-compatible network game. Also announced by Sega of Japan are some

A special Web page brings net surfers up to speed on the Saturn's navigational controls

of the games that will be made XBand compatible Virtua Fighter Remix, World Series Baseball Sega Rally Championship and Daytona USA.

A slot on the right side of the Net Link modem (14.4 kbps in Japan, 28.8 in the United States) will hold credit cards. which will operate much like prepaid calling cards. The cards, which will sell for roughly \$20 U.S., will give gamers 100 XBand sessions.

Look for the U.S. version of the Net Link system late this year, with a price tag of \$200.



#### The Saturn Net Link: Spec Sheet



As previously hinted at in the Sega Saturn owners manual, this device will let gamers save game data as well as e-mail. ■ Uses: 3.5" HD floppies

- Weight: 1.5 lbs. Dimensions: 5" wide x 9" deep x 1.5" tall ■ Cost: About \$98 U.S.
- Keuboard Aside from the color and

extra keys to help type some Kanji characters, this keyboard looks much like the XBand keyboard in the United States. It'll make writing e-mail and 'net surfing much easier. ■ Weight: 1.4 lbs.

■ Dimensions: 14.5" wide x 6" deep x .4" tall ■ Cost: About \$78 U.S.



This device plugs into the Saturn's cart slot. A slot on the right holds credit cards for phone time. Weight: .46 lbs. ■ Dimensions: 5.4" wide

x 1.2" deep x 3.5" tall

■ Cost: About \$148 U.S.











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Who says video games

and movies don't mix?

Cineplex
Odeon, the movie
theater juggernaut, has opened the first of what it hopes will be a chain of multimedia entertainment centers. Based in Canada, the first centers will feature theaters combined with arcade games, Internet surf stations (so visitors can go online) and a healthy mix of bars and restaurants. Sega GameWork

has gotten into the act to shore up the video game end of the center, providing multiplayer units of racing games such as Manx TT, and arcade hits such as Virtual Cop II and Sega Rally Championship,

Are you ready to rumble? \*\*\*\* apparently is, now that it has bought a 25 percent stake into Inland
Productions The Chicago-based developer plans to make a World Championship Wrestling-licensed brawler for the somy PlayStation and lintendo 64

#### Editor's Note

We've got good news and bad news. The bad news is that EGM's 1996 Super Tour has been canceled. But don't fret: The good news is that EGM's video game road show is being revamped and made part of a bigger, better tour with MTV. That cityto-city tour should kick off in the spring of 1997; keep an eve on EGM for further updates.



it comes to controllers, Sony has rolled out the dual arcade joystick for the PlayStation: two massive analog joysticks with more than enough buttons to spare.

Recently, members of EGM's Review Crew had their first hands-on experience with the controller-which sells for roughly \$80 in Japan-with Sony's new flight sim Bogey: Dead 6-the first title fully compatible with the controller (which can also be used with any PS game with analog compatibility. such as Wipeout A close-up look of or Warhawk.) Here the right joystick are the Crew's reveals the cone-

Crispin Boyer: Not only is this dualstick analog contraption cool to look at. it's also sturdy and feels like it wouldn't

first impressions...

stick configuration is perfect for tank, mech and helicopter sims. This stick's only good for analog games, though. Although you can switch it to Digital Mode for standard games, you have to lean the sticks pretty far for their movements to register. Shawn Smith: At first, I

was scared of Sony's big analog stick. It was so darn huge and had many buttons to use. I then played Bogey with it, and my fears were put aside. I liked Bogey to begin with, but with the analog stick it was even better.

Here are the two problems: It's just for flight sims, and it could go unsupported. Does that justify spending the \$80?

Dan Hsu: The controller is a great addition for anyone who likes flight sims, Behind both sticks are two buttons: The top is pretty standard, but the one below requires the use of your pinky, which takes getting used to.

(but) I wouldn't recommend paying the high price asked for this gargantuan piece of equipment. Its usefulness is too limited. The button configuration on the sticks themselves are great for Bogey, but not much else. My recommendation? Wait for Sony to (hopefully) build a hand-sized analog controller like Nintendo and Sega.



shaped thumb pad,

which is the equiva-

lent of the D-pad.







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THE REVIEW CREW



#### SMITH

CURRENT FAVORITES: Super Mario 64 Die Hard Trilogy Kirby's Super Star

Shawn's been having this weird fantasy about being a plumber that has to rid a skyscraper of terrorists, but instead of shooting them, he ingests them.



#### HSU

CURRENT FAVORITES: Tetris Attack Super Mario 64

Hsu's just about playing games 24 hours a day now. He's in heaven. Lately, he's been spending quality time with his wife playing Tetris Attack.



#### BOYER

CURRENT FAVORITES PilotWings 64 Gunship Tomb Raider

Cris has had a tough time getting any work done lately. He has been too busy playing PilotWings 64, Mario and this month's collection of other great games.



#### SUSHIX

CURRENT FAVORITES: Spot Goes To Hollywood SFA2 Legacy of Kain .

After seeing the possibilities of the Nintendo 64, he has started a quest seeking upcoming N64 fighting games. We haven't seen him since.

The Review Crew rates each game in several categories: visuals, sound, ingenuity and value. The averages of the four members' scores are listed at the bottom of the reviews. These averages are independent of the overall scores, which are displayed behind each review and based on how the games compare to other titles on the same system.

#### THE RATING SCALE:

9-Virtually flawless 8-Splendid 7-Worthy 6-Good, not great 5-Average 4-Rent first 3-Time-waster 2-Don't even rent 1-Flush it

#### **NINTENDO 64**

#### SUPER MARIO 64

**NINTENDO** 



CATEGORY: ACTION/ADVENTURE
BACK-UP: BATTERY

BEST FEATURE: EVERYTHING
WORST FEATURE: CAMERA ANGLES

ALSO TRY: NOTHIN' LIKE IT YET

So this is the game everyone has been drooling about? Hmmm... I can see why! Mario 64 is just incredible. I tried and succeeded in not letting the hype get to me. Now I've been able to play it first hand, and I am happy to report that It is everything Nintendo has said it would be and more. The beautiful thing is that it's as fun to play as the originals on the NES and Super NES, but now it's in the 3-D world with mind-boggling graphics. My only gripes are the minor polygon break-up problems and the switching views in the middle of the action, but these are minor problems that are eventually overlooked.

How fun can a game get? I couldn't put the controller down, nor did I want to. Everyday, I long to play this game after a day's worth of work. That's how you tell it's a great game. The graphics were, can you say, "WOW?" When I went back to other 32-Bit games, I realized how impressive anti-aliasing could be. Do you want replay value? You got it. It will take you forever to find all the secrets here. So what kept this game from a perfect 10? Occasional polygon breakup and some goofy camera angles that made It hard to tell where you were exactly. Otherwise, Mario 64 is perfect and completely addictive. It will impress you.

The world of video games is seeing a revolution, and SM64 Is leading it. This Is a totally new kind of game—the first true 3-D game—and it packs a ton of jaw-dropping innovations. Mario may not be able to shoot fireballs anymore, but now he can pull off nearly 30 distinct moves. The game's huge levels (there are more than 25) are beautiful, difficult and dynamic, they offer new challenges when Mario revisits them. SM64 does suffer from a few minor but fivstrating flaws. You can't always aim the camera where you need to, and control becomes awkward when the camera angle shifts rapidly. Still, it's an instant classic.

Finally a playable version of one of the most hyped games to hit the shelves this last year. Seeing that there are very few other titles to compare this one against for the same system, this title's merits are 80 percent earned by the game and 20 percent Inspired by the outstanding technology in the Nintendo 64. With better than arcade quality graphics and sound along with near perfection in control and free roaming views, players can expect only the best from SM64. If the rest of the N64 titles are half as good as this release, the control of the video game market may once again return to the folks at Nintendo.

Q Q

9

9

#### **NINTENDO 64**

#### PILOTWINGS 64

NINTENDO



#### CATEGORY: FLIGHT SIM BACK-UP: BATTERY

BEST FEATURE: VARIETY
WORST FEATURE: NOT ORIGINAL

ALSO TRY: NOTHIN' LIKE IT YET

The second game to be seen on the N64. I'm wondering if before long all of the games coming out for the N64 will have spectacular graphics. Then games like Mario 64 will have set a standard of sorts. If this is the case, Pilotkvings 64 is another graphically impresive tille for the new 64-Bit wonder. The game's a lot of fun to play with the different vehicles to control and the bonus rounds. The problems that bugged me were the slight choppiness when viewing large chunks of land and the weird camera views when using the jet pack. It's a great plck if you liked the original, besides being incredible for a first-gen. cart.

Honestly, hasn't everyone wanted to feel the sensation of flight at one time or another? PW64 does a good job, but for me, it iddn't have the same magic that the original had. Don't get me wrong, the graphics were tremendous, and the smoothness of light was unpatielled. All I see here, however, as visually updated version of the old Pilotwings. That's great, but I've already played it a while ago on the Super NES. A couple of new vehicles and missions kept my Indrest, though. The levels were large and impressive, but a few more bright colors could've liven up the scene. All few more bright colors could've liven up the scene.

I loved PW64 95 percent of the time, but for the other 5 percent, I swore at It and tossed my controller down in frustration. This game gets difficult in the later stages. Fortunately, you don't have to earn a perfect some in every flight lesson to fiy all the aircraft. PW64 is every bit as than as the Super NES original, only with graphics that are above and beyond anything the other next-gen consoles can pump out. PW64's four islands are huge and full of cave, cities and other nocks and crannies to explore, and it's easy to guide your aircraft through these areas with the analog stick. I only wish there were more combat missions.

The fun factor and the intensity of the original return to play an important part in the revised version. Players will find plenty of fast action as they rocket float, hover and power their way through the various 3-b settings. The control is really good and works well with the ergonomic N64 controller, allowing you a gentle touch where inches count. The graphics are really complete and the sound is fantastic even though it is on the quiet side. The main features that lift this title into the higher ranges for me is the interactivity between the player and such objects as caverns as well as flaming smoke stacks

SOUND

6

REPLAY VALUE

#### NIGHTS

**SEGA OF AMERICA** 



CATEGORY: ACTION/ADVENTURE BACK-UP: SYSTEM

BEST FEATURE: FLYING WORST FEATURE: FLYING 2-D

ALSO TRY: NOTHING LIKE IT

NiGHTS is a pretty cool game. The graphics push the Saturn to the limit with the transparency effects and sharp texture-mapped graphics. They really are amazing-fitting the style of the game well. The controller was absolutely perfect for the game and the music was surreal. The levels are big even though I wish I could really go anywhere instead of being on a "track" that simply rotates around in the 3-D world, I found that having to retrieve five crystals in the same world got to be annoying. I can't say that NiGHTS puts 'Mario's N64 to bed," as Sega said in a release, but it is a great game with a cast of interesting characters.

Just keep saying to yourself, "It's not supposed to be a 3-D game, it's not supposed to be a 3-D game," and you will enjoy NIGHTS. This game has the Sonic feel, with fewer enemies. The sensation of flight and speed is great. The levels are creatively drawn and are rich in detail and color. Those of you who like playing a game as quickly as possible just to get to the end will be disappointed with NiGHTS, being that only eight levels are available to play. Those of you who must find every secret and play for high scores will love NIGHTS. I would have liked to have seen more levels and a greater variety of them.

Sega has hyped the heck out of this game, and some have gone as far as to label it a "Mario killer," but I was a bit disappointed when I finally played it. Sure, NiGHTS' graphics are nice, and the levels are richly detailed (so detailed, in fact, that the Saturn is unable to extend them very far into the background). But what NiGHTS boils down to is a side-scrolling platform game-without the platforms, Instead, players fly along a track most of the time, collecting gems and avoiding a surprisingly small number of enemies. Still, players have a lot of room to maneuver along their flight paths, and the levels are fun to explore.

NiGHTS has been building some hefty hype over its use of the new Sega controller and its fast-moving gameplay. After playing, I felt that the game seemed only half-developed and had a great difficulty holding my attention for long. The ability to select different paths all the way through the game does add something to this title, but I was expecting more. With other games out there like Clockwork Knight 2 and Panzer Dragoon II, Knights just falls short in the playability and graphical ends, not utilizing Sega's total capabilities. It's not a bad game, but it's just not my style of fun.

#### LOADED

INTERPLAY



BACK-UP: MEMORY CARD

BEST FEATURE: GRAPHICS

WORST FEATURE: REDUNDANCY ALSO TRY: STEEL HARBINGER

Not too shabby. It's very similar to the version available for the PlayStation but since not everyone has both a PS and a Saturn, let me start anew. The graphics are gritty and dark which fits the game perfectly. like the way the camera zooms in and out depending on the enemies' proximity. There is a large-and I mean LARGE-quantity of blood and carnage here. I you're not in the mood for violence, don't play Loaded. If you want some flying body parts, Loaded is the perfect game for you. There are some pixelization problems at times but nothing major. I did find myself getting a little bored after the third or fourth level.

Interplay did an excellent job promoting a game that really does not have a lot of substance to it, except for the shock value. It's like a Friday the 13th movie. You may watch it for a little bit, but probably won't want to see it through to the end, Why? Loaded is all the same Same action, same guns-total redundancy. The bloody novelty of it all wears off by the second stage. I'll be surprised if anybody even bothers to play far enough to see the end. On the plus side, the graphics and sounds are sharp. The mood is perfectly set for this type of game. So, try it out, then sit back and wait patiently for the follow-up, Reloaded.

Loaded is both pretty and twisted with colorful 3-D graphics and generous helpings of blood and guts. but it's not really fun to play. The game gets very repetitive-and boring-after a while, since all you do is wander around a maze-like fortress and blow away countless enemies. Loaded does have good music and sound effects, and the various "heroes" (actually, they're raving psychotics) you control are well animated. Their powered-up weapons and special attacks can do some spectacular-looking damage, but this game's levels are all too similar to each other to hold my interest for long, I'd rather play Gauntlet.

Loaded will always remain a great run around and shoot'-em-up title no matter what system it's on. The action is intense throughout the third-person perspective-based levels. Play is fast and exhilarating as your character attempts to clear out the levels infested with the sometimes plotting foes. These features make Loaded fun to play, but the most important feature of this title lies in the amazing lighting effects in each and every room. Even though the stages all have a dark and forbidden feel, the lighting effects bring more of an eerie feel that just plain darkness couldn't do. Great for gore freaks who love lots of blood.

#### TRUE PINBALL

**OCEAN** 

CATEGORY: PINBALL BACK-UP: NONE

BEST FEATURE: GRAPHICS WORST FEATURE: IT'S NOT REAL ALSO TRY: VIRTUAL PRO PB

True Pinball is aptly named. Playing the game feels like playing on a real table. The only thing that isn't realistic is when the ball doesn't respond well coming off of the flippers. Talk about some sharp graphics. This is what hi-res graphics are all about. The variety of tables is pretty cool but I can't say the Babe Watch table is necessary. I'm also not saving I didn't like it. Where exactly does that one fit in with the others though? I mean, I can see Vikings and Extreme Sports but Babe Watch? Anyway, there are some cool bonuses to get and neat LED animations. Overall, it's pretty good but I'd like to see more tables.

I love pinball Getting to play it at home for free just makes it that much tastier. Sometimes I find it difficult to know what I should be doing or what I should be shooting for in a pinball game. With True Pinball, you can just go at your own pace and learn the tables inside and out, okay, so what's wrong? No matter what you do, and no matter how great the graphics are, you cannot duplicate the authentic pinball feel in a video game. That, however, cannot be helped, and True Pinball is about as close to true pinball as can be. It's nice to have four tables, but just two or three more could've made this a perfect package for a pinball fan.

Forget feeding quarters into arcade pinball machines; True Pinball offers an accurate simulation of the real deal. The balls in this game bounce against bumpers and roll up ramps like real pinballs should. Each of the game's four tables are rendered in hi-res graphics and look spectacular—when they're played in the head-on perspective. The top-down view can be confusing, since it shows little of the ball's surroundings. Each table is loaded with Bonus Modes, including bouts of intense multiball action (as many as 10 balls can crowd the tables at once). The crude digital screens that sit above each table also look authentic

Pinhall games sure found a niche in the marketolace Although pinball machines in the arcade can never be topped, there are a few that have good appeal. True Pinball is one of these titles. It has all the sights and sounds a pinball game on a video game system should have, as well as classic play-livening features such as multiball to keep players glued to the screen. The only feature that doesn't help push this title into the joyously accepted category for me is that there are only four tables. Not bad, but a few more could have helped. Overall, this is a very good title, but you have to be in the pinball mood.

SOLIND



CATEGORY: RPG BACK-UP: SYSTEM

BEST FEATURE: LARGE CHARACTERS WORST FEATURE: DIFFICULTY

ALSO TRY: SHINING WISDOM

Legend of Oasis has to be one of the better RPGs to date. Like the first one for the Genesis, the 32-Bit sequel really takes the Oasis world to the next level. The graphics are very sharp and detailed. They're not rendered but it's refreshing to see graphics like this for a change. The sounds are perfect: Sword slashes and clangs are right on. The scaling effects are coollooking, though they get a little pixelized when the characters grow (i.e., "Giant Leon"). The fact that every item seems to have a power meter when struck is neat, too. The one drawback is that it's hard to judge just how high or low the ground is at certain points.

Legend of Oasis is an important title, as is every roleplaying game for a next-generation system. RPGs are so few and far between that enthusiasts do not want to see a mediocre one. LoO is not bad. The graphics are bold. The music is moving. My biggest gripe is that the game is too darn hard! Picture this. You are stuck in one room, moving around and around, trying to figure out how to escape. Eventually you do, but at what cost? Perhaps 15 minutes of your life that you will never have again. Some of the puzzles are just too obscure. Challenge is nice, but a game has to move along smoothly. LoO is a good try, though.

This 32-Bit sequel to the Genesis game Beyond Oasis is a great RPG available for the Saturn. The graphicswhile not phenomenal—are colorful and sharp, and the music suits each of the game's many locations. Oasis plays much like a Zelda game: The hero's world is viewed from a top-down perspective, and he hacks at bad guys in realtime battles. The main character can pull off Street Fighter-type moves, too. While the game's environment is detailed, it can sometimes be confusing. Some areas are higher than others, and telling which platforms are highest isn't always easy. The hero could use more frames of animation, as well.

Legend of Oasis bears a strong visual resemblance to a Prince of Persia for the '90s. All the graphics are sharp and the characters are large. I found the special moves and the multiple-level stages to be really fun and liven up play. The most prominent problem I found was how difficult it was to see what was above or below your character on the game screen. Players need not worry about control. The interface gives useable and precise control allowing you to manipulate objects and characters around you. A fun RPG with attention-grabbing detail. Be sure to try this one out. It looks like great fun.

REPLAY VALUE 4

PLAYSTATION

BACK-UP: MEMORY CARD BEST FEATURE: LEVEL DESIGN

WORST FEATURE: NOT A LOT NEW

ALSO TRY: BUBSY 3D

The first play-through is a lot of fun. In fact, the second and third time aren't so bad either. After awhile though, the game gets to be too easy. Don't get me wrong, it's so fun to play and explore that it's worth the price. Be aware that it can be easy. The graphics look to be a step up from the first, but the play and control are along the same lines. There are a lot more neat background elements to interact with and the levels are huge—in the X, Y and Z-axis. The cinema and voice-overs are hilarious, though sometimes confusing because of the weird Captain Kabuki. What is that guy supposed to be anyway? This one is super fun.

When I first popped this disc in, I thought I was playing the original Jumping Flash! Disappointed, L pressed on. It wasn't until some of the later levels that got to experience something different and new. These levels are a lot of fun to explore, but in general, I felt I was playing extra bonus stages off the old Jumping Flashl. Nothing really new was offered to poor of me. I wished the enemies were a bit more challenging, though the Bosses were impressiveespecially the final Robotech wanna-be. So what's my review? Pretty obvious: only buy this if you couldn't play enough of the original

Jumping Flash! was one of the PlayStation's best firstgeneration titles, and JF12 is even better. While its graphics (and cinemas) are a step ahead of the original's visuals, the game's huge levels are what really make it shine. Each level has more animated terrain features and is larger than any of the first game's stages, JFI2's only flaw is that, like the prequel, it's over too early. The game's enemies are a bit easy, and it doesn't take too long to zip through JF!2's 12 levels and six Boss stages. Still, the levels do repeat—with a new story line and at a higher difficulty—once players beat the game, so JF12 should keep players busy.

Great graphics and control worthy of legend, Jumping Flash! 2 brings players a perfect continuation of the original. Gamers who have fallen in love with the mechanical rodent with aerial rocketry capabilities will be quick to identify with the original controls and play style. Little has changed in any aspect of the game except for the new Bosses and levels for the player hungry for more to feast his teeth on. Most players will find JF!2 nothing more than a continuation disk with the same difficulty and taking the same amount of time to complete as the first one. Good fun for players of many ages in true Japanese gaming style.

PLAYSTATION

#### LEGEND OF OASIS JUMPING FLASH! 2 DIE HARD TRILOGY

**FOX INTERACTIVE** 



CATEGORY: ACTION BACK-UP: MEMORY CARD

BEST FEATURE: 3 IN 1 WORST FEATURE: THERE'S NO GUN

ALSO TRY: TAKE YOUR PICK

Three, three, three games in one. The thing that amazes me about Die Hard Trilogy is that each of the games could really be a separate title. Since you get all three in one nifty \$60-70 package, Die Hard Trilogy is a beautiful thing. All of the games have great graphics to start, plus they're all super fun. The third-person walk-through is violence incarnate. The shooting gallery theme based on Die Harder features more carnage and excellent play but it'd be better with a light gun. The driving portion of the Trilogy is very intense-you against the clock and plenty of explosives in between. What an awesome deal!

Three games (each great in its own right) in one? How can you beat that? It's a good packaged deal, but only because any one of them really couldn't stand on its own. Think of it as your three complete meals in a day. If you take one out, you may get a little hungry. The selling point is that each of the games is significantly different from the others. My favorite is Die Hard with a Vengeance. Reminiscent of Twisted Metal, this chapter is fast and furious. Being able to run over pedestrians always scores high in my book. Some of the effects are well-done, making it a fun game to watch as well as play.

Any one of the games included in DHT would be great on its own, but the three together make a fantastic package. This collection has something for everybody, but the third game, a driving title based on the third film, is my favorite. It has you driving through New York City searching for bombs, and the city is richly detailed (it blows away the cityscapes of Twisted Metal). The three games are very bloody-much more so than the films ever were-but the amount of onscreen gore can be set on the Option Screen. My only complaint is the sometimes frustrating control: aiming the gunsight in the 3-D shooting game isn't easy.

Any gamer with a passion for death and destruction will fall instantly in love with the Die Hard Trilogy: three games for the price of one with engines as diverse as they possibly can be while still keeping the integrity of the title intact. Title one has great graphics and the control of our hero offers little resistance to make play fail. The second title is also unique as far as shooting games go by allowing players to damage or destroy everything in the level. The third disc allows you to smash mindless pedestrians as you race to clear out the bombs in a cityscape. The worst part about DHT is choosing the game you like best.



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BEST FEATURE: EASE OF PLAY WORST FEATURE: TIME-CONSUMING

ALSO TRY: KIRBY'S AVALANCHE From the title someone might think Tetris is fed up with being played all of the time and now it's payback time. That's not the case at all, Instead, we're given yet another addictive puzzle game. The graphics are bright, colorful and cartoony—perfect for this game. The "air combos" are pretty cool if you have a fast hand and a quick mind. I'm glad they replaced the fairles in the Japanese version with Super Mario characters for the U.S. release. This adds more appeal to the game--who doesn't love Marto? The Two-player Mode is the best thing about the game but the oneplayer is just as fun. A great buy for a puzzle fan.

I love well-made puzzle games and Tetris Attack does not disappoint me one bit. Have you ever played one of those Columns-type games so much, that you start visualizing the pieces in your mind when you're not playing? That's me. As I'm typing this, I want the words to fall to the bottom of the page and fill their wav upward. It's affecting my sleep as well. As I drift off to sleep land, I first match Tetris Attack pieces in my mind, I can't help it. It's that addictive. It 's so simple, anyone can pick it up after a minute. The combos are easy, but won't overwhelm your opponent, making this game a well-balanced two-player experience.

TA has very little in common with Tetris, but it is every bit as fun and addictive as that dassic puzzle game This title has more in common with games like Kirby's Avalanche and Baku Baku Animal than Bust-A-Move 2 or Dr. Marlo, in that you have to think way ahead before positioning your blocks. You'll need bigtime combos to defeat your opponent. The One-player Mode is fun, but two-player contests are too addicting. One warning, though: Play TA too long and you'll be seeing falling shapes everywhere, especially when you close your eyes. The Mario characters are a nice touch (the Japanese version featured fairies instead)

As I've stated before, puzzle games are the best titles for gamers of all ages. There is no exception with Nintendo's latest release Tetris Attack. TA gives the player a solid foundation to build a fun one-player game and an outstanding two-player head-to-head title. I found the block-switching style of play really imaginative. It allows players to set up the best combos ever seen on the screen to smash their opponent. The play speed is also exciting, giving players the feeling that they are never moving fast enough. I'm sure this title has caused many players' heart rates to soar from the excitement.

#### TEKKEN 2



CATEGORY: 3-D FIGHTER BACK-UP: MEMORY CARD BEST FEATURE: HOLDS & COMBOS WORST FEATURE: CAMERA ANGLES

ALSO TRY: SOUL EDGE

I love this game. It's been said idly before but this time it's for real. Seriously though, Tekken 2 is probably the best fighter of the year for me. It's much different than the Street Fighter Alpha-type but that's why it's so refreshing, and it's 100 percent better than the first Tekken. The combos are incredible—you can almost feel the hurt. There's a good variety between the characters and plenty of hidden characters to choose from. I like that anyone can play this one and have fun. You don't have to memorize the controls to play T2, although it could help your longevity. The graphics are flawless and the opening is awesome.

If I'm playing a fighting game, I usually prefer something flashier, like games with fireballs and grazy combos. Tekken 2 does not have the former, but definitely has the latter. This game is deep-so many combos to learn with so little time. That's what gives this title its value: the long term play. You might get bored playing it in the beginning, but if you stick with it long enough (and have friends who are willing to play that long with you), you might just get hooked. Having so many characters to play helps as well. My favorite parts of the game are the holds and throws. Seeing them makes you want to go "ouch."

It's about darn time this game was released in the U.S. Tekken 2 is the best 3-D fighting game you can find for any system, and the PlayStation version is even better than the arcade game. You can choose from 23 characters (11 initial fighters, their Bosses and one final Boss), and each combatant can pull off dozens of moves, combos and arm- and neck-snapping throws. Unlike in the arcade game, each fighter has his or her own beautifully rendered ending. The polygon drop-out problems of the original are virtually non-existent in Tekken 2, and the fighters now swivel their heads to follow opponents.

Undoubtedly one of the top three fighters of the year. Tekken 2 is what a sequel should be. Although not a lot has changed on the surface besides a few more fighters, there are many new features that are hidden beneath the surface that include one of the best features any fighting game can have: a Practice Mode. You can work on your combos privately without being bashed by the computer or another opponent. The characters have dropped a little in polygon smoothness, but this is made up for in game speed and playability. This title really has personality: the personality to kick the snot out of you.

CATEGORY: 2-D FIGHTER BACK-UP: NONE

BEST FEATURE: NOTHING WORST FEATURE: OLD GAMEPLAY

ALSO TRY: FATAL FURY SERIES

The graphics were very cool-a rendered fighting game on the Neo! After playing this one for a while though, I just got bored. There was a decent amount of moves to perform for each character but that wasn't enough to keep me interested. The control was sluggish and moves seemed to have a lag time when initiated. Other fighting games on the Neo, like Samurai Shodown and the Art of Fighting, are quick and easy to play and enjoy. I found that Ragnagard was hard to play, sluggish and easy to not enjoy. It's a good thing that Neo-Geo is doing well at the arcade. Shell out \$150 for a game like this? I don't think so.

Come on! Why, oh why must I be forced to play all these lame 2-D fighters that are totally indistinguis able from one other? Ragnagard is an especially devious example. Before each round starts, the sprites look fantastic. I was expecting a Silicon graphics rendered fighting machine. But wait, the game starts, and...aaarghh! It looks like 2 million other SNK fighters! Sure the combos are different, and the special moves are new, but how much of this can gamers take? I'm getting all these look-alikes mixed up. My opinion? Pass up Ninja Masters, I mean Fatal Fury, I mean...shoot...what game am I reviewing?

Ragnagard is a bit different from the tons of other 2-D fighting games out for the Neo-Geo. Like the combatants in Killer Instinct, Ragnagard's fighters are rendered, but they're a little too colorful to look realistic. Ragnagard packs some of the features of modern fighting titles, such as counter attacks and a meter that you can power up for special magic strikes, but the game doesn't have much of a combo system. Most of the fighters' moves are easy to pull offexcept for the supernatural attacks. Players must hold down the Attack buttons for a few seconds to use these attacks, a technique that leaves them vulnerable

The first few frames of character animation in Ragnagard look really sharp. The characters move with arcade fluidness and they bounce and ready themselves before the match. This good omen was put to rest after a few seconds of playing. The characters moved choppy, and the animation just wasn't happening well. I liked the characters and their vari ety, but the style of this one made me long for the game just to move forward instead of pausing after a character completed a special attack. Great for inexperienced players, but seasoned veterans will get mighty sick of this one in a hurry.

TIME IS YOUR WERPON. HISTORY IS YOUR BRIGGLEFIELD.



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#### 



Coming soon on Sony PlayStation". Also available on MS-005/Windows® 95 CD-ROM. Check out the demo at http://www.activision.com or http://www.mcafee.com/mforhome/. See store for special display.

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BLOP STRUCK . HD

15

THEO

CATEGORY: RPG BACK-UP: BATTERY BEST FEATURE: IT'S AN RPG

WORST FEATURE: BATTLE ALSO TRY: FF ADVENTURE

This one is a pleasant surprise, even though the battle sequences seemed to drag on. The story line seems standard but good enough for an RPG adventure. The graphics were good for the Game Boy but the music was annoying. Companies can only do so much with the little Game Boy sound chip. I liked the fact that it had the Auto Option for battles. This way you can sit back and relax while your character battles beasts without straining your eyes, trying to understand what's popping up on the screen. Just a note: This game-like many new titles for the Game Boy-plays much better on a TV with a Super Game Boy.

I think this was too ambitious a project for the little Game Boy to handle. Hove RPGs that let you keep an inventory, let you build experience, and let you fight in turn-based combat (just a personal preference). Well, for this baby cart to handle all of that, it must sacrifice other things, like graphics and fun. You can do a lot of things in this title; it's almost like an old text-based adventure game. The combat is the worst part—too slow and tedious. I know something's wrong if I'm trying to avoid combat in an RPG just because it bores me. This game would be a decent travel companion if it weren't for that one big flaw.

If you're a fan of the first game, you'll enjoy this sequel. SoH2 plays much the same as the original, with you wandering from location to location while exploring the large world. Unfortunately, getting any where in the game is a chore. Your party is constantly beset by monsters and combat—which is handled via the traditional you-attack-then-the-monsters-attack routine—is time-consuming, Also, it takes new loca tions a second or two to appear in the game's firstperson-perspective window. Still, SoH2 offers a lengthy and intriguing quest, and its static graphics and large text won't strain eyes during a long car trip.

Sword of hope is the perfect title for players who love RPGs and are on the go. For a title on the Game Boy, SoH is really not a bad game, It has action and an easily followed story. The play speed is another item that needs mention. This is possibly the slowest title ever seen on any system. Combat crawls throughout the game with each battle seeming to take 10 times longer than needed to get the job done. All the amenities were well thought-out and properly implemented in SoH. If only the speed would keep players from falling asleep at the controls, this one would really score high.

#### KIRBY'S SUPER STAR



CATEGORY: POTPOURRI BACK-UP: INTERNAL

BEST FEATURE: DIFFERENT CAMES WORST FEATURE: PLAYING ALONE

ALSO TRY: OTHER KIRBYS

It's great to see games like this still coming out. Kirby's Super Star is a great example of what companies should strive for: good graphics, but excellent gameplay. That's what counts. A game could look incredible but if it isn't fun to play, who cares about it? Kirby's Super Star has a load of different levels to choose from. Besides the main levels, it has bonus games and Boss rounds. Man, what else could a fan of Kirby ask for? I like the way you can have the power of the different enemies or they can become a second computer player. I also like the way a friend can join in at any time. What a cool game-I love it.

I don't understand why I like this game. I'm almost ashamed of it. It's just that this cart is a piñata packed full of little goodies. Some of the side games are so simple in concept but are, well, fun. For example, one stage just has two players facing off. When the game tells you to draw, the first player to hit his/her button wins. It's so stupid! Maybe it's an ego thing, because ! find myself wanting to play this against the other folks in the office. The side-scroller is awesome: full of action, full of power-ups, full of excitement. You'll just have to experience it to understand what I mean. Once you play it with a friend, you'll be hooked.

KSS proves that side-scrolling games can still be packed with fresh, imaginative gameplay. The novelty of this title lies in Kirby's ability to absorb the powers of any enemy he eats. Kirby can, therefore, shower bad guys with fireballs one minute and hack at them with a sword the next. KSS is also one of the few side scrolling Mario-type games that allow two gamers to play simultaneously. The game is a bargain, too: it offers six side-scrolling games and two short bonus games-all will keep players occupied for a while. KSS' graphics are top-notch, and the music is as good as that found in any other Kirby game.

When players purchase Kirby Super Star they get more than one title, they get four. Each of the titles is distinctly different from the last making play thrilling no matter what game you choose, I found the Twoplayer Cooperative Play Option really imaginative allowing another player to take control of an enemy after Kirby sucks him in and uses him against his old allies. Other great features are the two bonus games that give players a total of six games to battle with. Good graphics and sound just reinforce the class this title's in. For die-hard Super NES users out there only purchasing one game this year, Kirby should be it!

VISUALS DEDLAY VALUE 8

CATEGORY: 2-D FIGHTER

BACK-UP: NONE BEST FEATURE: LOBO

WORST FFATURE: GRAPHICS ALSO TRY: ANYTHING ELSE

The comic might be cool, but let's face it, it's pretty fraggin' hard to do a good digitized fighter on the Genesis. You start the game and see the Title and Options Screen and you get a little excited. The graph ics aren't too shabby at first. You go to the Character Selection Screen and see the nicely animated, rendered characters here and still have hope. The game starts, the characters do their wacky pre-battle actions and the pain begins. Pain not in the form of fighting but in the form of playing this game-even for a little while. Two-player isn't real bad but the On-player Mode is sluggish and graphically unimpressive.

When I first sampled this game six months ago, I secretly crossed my fingers and thought, "I hope they don't bring this game out." Well, the fates weren't smiling upon me, they were laughing at me. Now I love Lobo-the old bum-but this game deserves to be fragged. You can only play Lobo in a one-player game, and you can only select one of six in the Vs. Mode. The characters are tiny and hard to see. The number of moves available are few, but it's nice that each character gets a healing power. Forget about playing this on a three-button controller-it's six or nothing. Well, even with six buttons, it's not that fun.

Keep your distance from this bottom-of-the-barrel fighting game. Its graphics are horrid, its music and sound effects are repetitive and its fighters are difficult to control. Especially avoid this game if you lack a sixbutton controller, or you'll be hammering on the Start button to switch between punches and kicks. The game's only good points are its unique collection of combatants (you can fight as Santa Claus) and its simple combo system. I was expecting much more from a fighting game that stars one of the most violent comic book heroes ever (where's the MK-style gore?). To say I was disappointed is a big-league understatement.

Lobo is such a cool comic book hero I feel it is just a shame he appeared on a half-developed fighting game like this. The title has only a handful of fighters and suffers from some crippling design problems also. The biggest of these flaws is the fact that you can only play as Lobo in One-player Mode. Sure it fits the Story Mode, but talk about no replay value. The characters do have a few good moves, but players will not be able to enjoy them due to the horrid control and pixelated graphics. This title is what nightmares are made of. One of the only games out there not even worth a rental

# Long before

was ultra-super-duper-64-bit-polygon-videothere

capture, hardware hype, WEIRI TYPE, point-

less game ratings, E3, SCYCAMING GUYS in ads,

ViRtUal ReAlity,

CLICHÉS

like "in your face"



and "it's the ultimate", 360° roto-

scope-rhetoric from self-righteous

reviewers, CD-this, \_\_\_\_\_-that, MULTI-MILLION-DOLLAR



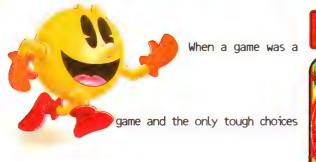
TV commercials tainted with

TOILET humor...

# there v

## Introducing Namco

### Remember the good old days?







were one—or—two player mode?

The greatest scon in gaming history returns in his original romp. Can you escape the ghosts while munching your way through a maze? Pop a power pill and gobble up a few phantoms along the way.



The ancade shooter that set the standard. Squadrons of robotic bugs set out to swarm your starship. Includes never seen before bonus rounds – plus a way to sacrifice ships to increase your out firespense.

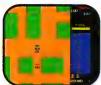
Well those days are back and better than ever. Presenting

increase your own firepower. Namco Museum Volume 1 for the PlayStation — the first

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RABBY-X TO

in a series of five video game



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Let the bad guys suck exhaust and dine on dust. You're going pedal to the metal through a maze, taking chances and checkered flags.

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The great granddaddy of all racing simulations. Climb into the cramped driver's cage of your 200 mph Indy car. Try to qualify, thour go head-to-head against some of the greatest racing machines on earth.



classics, plus Japanese hits never released in the U.S.



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- Sony Big-Wig Jumps to Sega
- 💌 Nintendo, Square Make Up?
- More N64 Bulky Drive Details
- Crash Bandicoot Sequel
- SF3 Test Run Slated for Nov.
- M2 Chipset Power PC x2?

the time for the Q to take you to the promised land, my fellow gurus of gaming gossip, with another episode of the most intense rumors and into you'll find in any gaming mag. In the biggest act of treason since Hulk Hogan defected from the World Wrestling Federation, Sony's senior VP for third-party development, Bernie Stolar, left the frenchy happy and successful conflines of Sony to move over to Sega. Bernie's job will be to handle the launch of Sega's new 84-Bit Saturn to be released sometime next year. Stolar is a master at launching new systems, which is why Sega laid out the red carpet and a bundle of cash to reel him in (and a relationship with Sega's head honchos cetainly doesn't hurt). Some insiders suggest that the Saturn 64 will have a quality lineup of software that will rival anything Sony or Nintendo can produce...In other hardware launches, look for Matsushita's NZ technology to make its entrance next year boasting not one, but two PPC 602 processors. The power reportedly will give the new mega machine the ability to exceed the 1 million polygon threshold. The system will also sport two expansion ports, including one for memory and another that will be used for modern play. Flumored price point off the shelf? Appendix of the processors in the shelf?

Heve Nintendo and Square kissed and made up? After several months of chility relations between the big TN and one of their leading software suppliers, rumors abound that the two companies have reached a resolution to their differences. After meking a highly public announcement that they would support the Sony PleyStation with a number of RPG titles (Square's obvious specialty), the friction between the two companies became publicly apparent. Look for the next Mortal Kombat to boast Sub-Zero—and little else. Rumors of a new MK game that stars lead character Sub-Zero on an action/lighting/strategy adventure have been reported recently to the gaming trades...On the Mortal Kombat IV front, the game will have a number of 3-D-rendered characters and will push through close to 2 million polygons according to our sources. The game is still scheduled to be released in late '97. Speaking of MK-mania, don't hold your breath for Ultimate MK3 if you're a 3DO owner. Seems the development, being handled by New Level, has been delayed and the project cancelled as a result. The Q hears that Panasonic wasn't eager to be peddling an MK3 title well into 1997, although the lack of recent MK presence on the machine does hurt.

Could GT interactive be the next Acclaim? The Q has obtained inside info that the company is planning to continue their strategy of buying their way into a leadership role as evidenced by their recent acquisitions of game companies like Humongous Entertainment as well as the acquisition of leading names in the business (coming primarily from the geographic neighbor Acclaim). With solid performance out of the Doom titles, GT is well positioned to become the next Acclaim... On the first day of the Nintendo 64 leunch, the company quickly sold out of the initial 500,000 units when the doors opened at retailers in Japan. Estimates for another 1 million units out the door owthin the next even months are now looking feasible. Forecasters suggest that Nintendo could sell as many as 3 million machines again alone before Christmas... In other Nintendo 64 news, the Q is collecting details leaking out about the firm's sapon alone before Christmas... In other Nintendo 64 news, the Q is collecting details leaking out about the firm's sapon alone shows the New and the same shows the contained in the N64 and the limes the data contained in the N64 version of Killer Instinct. The price of the well be anywhere from \$129.99 to \$149.99 and could come packed with a version of Dragon Quest in Japan and quite possibly Actraiser 64 or Zelde 64. The jury is still out on whether Shigeru Myannow will be able to get Zelde done on time. He is working on a variety of projects—and Zelda could slip a couple of months, according to my Q-Sources, As yours truly has mentioned before, the drive will attach to the bottom of the N64 and will feature \$75 magnetic optical disks that load into the front of the unit. The access time will be much faster than that of a CD-based system. The fastest loading time for a PlayStation game right now is six seconds, although that benchmark is decording to my Q-Sources, have a 2MB RAM pack that plugs into the front of the N64 and will add more memory.

Some other games sumored to be in the works for the N64 are Clayfighter 64, Ultra Descent from Interplay plus F-Zero 2 and Metroid 64 from Nintendo. Rare's Killer Instinct 2 is also in the works, and will clock in at close to 100 Megabits. Nintendo also has plans to revamp Wave Race 64 and add a new graphics engine with other modifications. Incidentally, the Wave Race graphics engine is the same one they intend on using to develop F-Zero 2...Are we close to DSSN647 Maybe, as Microsoft and Nomura Research collaborate on a new satellite service designed to be modificated in the control of the control

Word out of the Capcoin camp this month puts Street Fighter 3 on test in arcades coming out late October or early. November, boasting five times the volume of animation seen in Street Fighter II, and three times the frames in Street Fighter Alpha 2. DarkStalkers 3 will be in Japanese arcades in the next couple of months. One super-secret game y Questre-Spies are halling as the next revolution in gaming is called WarZards or Wizards (the name was hard to read on the napkin). We'll clarify the name for you when my Q-informant checks in again. The game is said to have groundbreaking new features and visual effects—things we've come to expect from Capcom. On the PlayStation front, Capcom and Sony are still discussing plans to bring Mega Man to the PlayStation. The first bitle, codenamed Mega Man, was turned away at first, but Capcom and Sony are getting along and an agreement is said to be not too far off... That just about sums up this month's installment of the featest 39 minutes money can buy. Check but this column next month for more inside into on the next Mix.



Just when players had mastered all the fighters in Soul Edge, Namco went and released version two. This

update lets you control Cervantes. one of the original's Bosses. Below are his and a host of other new moves.



		Ney to I	nove	S.,
F	Forward		Α	Weak Slash
В	Back		В	Strong Slasi
U	Up		K	Kick
D	Down		G	Guard

#### **VOLDO**

Hunary Spider Close to the Edge Scorpion Bite TNT Flying Saucer Scorpion Claw Blood Follows Blood F, K D, K while getting up A while getting up B while getting up K F, D, **B** D. DF. F. A

#### SIEGFRIED

Middle Slash Under Slash Royal Crasher Low Kick Cannonball Lift Brutal Kick

High Kick

D. A D. B D. K while getting up B F, F, K F, K

F. D. A

#### **MITSURUGI**

Samurai Slash Darkside Looping Cutter Nut Locker Gentle Wave Shoulder Charge Division Bell Division Slash Division Loop

F, A F, A, B F. A. D. A F. D. A D, A F. D. B while getting up A while getting up A, B while getting up A, D, A Trooper **Rocket Kick** Middle Kick Hammer of God Division Bell 2 Division Slash 2 Division Loop 2 Trooper 2 Rocket Kick 2 Ticket to Stvx

while getting up K F. K F. DF. D, DB, B, B D, DF, F, A D. DF. F. A. B D, DF, F, A, D, A D. DF. F. B D. DF. F. K B. DB. D. DF. F. A+K

while getting up B

#### TAKI

Stargazer Mid-Slicer Midnight Sun Low Blow Shoulder Cutter Heart Striker

F, **B** F. D. A F. D. B D. A D. B while getting up A

#### **ROCK**

Elephant Tusk Power Cut Bury the Stake Sweep Kick Brutal Slash Royal Hunt Stomach Smack Full Moon Fever Heart Exploder

Woodcarver

F. D. A F. B D. A D. B D. K

while getting up A while getting up B while getting up K D, DF, F, B +K

F, DF, D, DB, B, B+G

#### HWANG SUNG KYUNG

Glory Strike F. D. B Quest for Fire Dropkick F. K Tightrope D, A Moonchild D, B while getting up A Razor Edge Firefly's Tail while getting up A, B Firebird Slash while getting up B High Time B. F. K Atomic Blast B. **B.** K Razor Edge 2 D. DF, F, A

D, DF, F, A, B

D, DF, F, B

D, DF, F, K

#### **SOPHITIA**

Permanent Exile F, B Hooked on You F, K Primal Scream D. A Lion's Tail D. K Goddess' Salute while getting up A Anary Spirit while getting up B Moonkick while getting up K Heaven's Revenge while standing guard B Sunrise Slice 2 F. D. K Guardian of Law B. B. B. A. B F. D. DF. A Iron Butterfly Asylum on Fire D. DF. F. B+G

#### **CERVANTES**

Black Fire
Black Flame
Black Inferno
Shadow Flare
Metal Militia
Head Snapper
Knee Surgery
Infection
Night Crawler

Firefly's Tail 2

Twin Hopper

Firebird Slash 2

Night Crawler
Dark Slash
Dark Ambition
Dark Conqueror
Fearless Wretch
Prelude to Agony
Speeding Bullet

DB, A
B, B
B, B, B
B, B, D, A
DF, B
F, B, B, B

High Kick
Monkey Kick
Home Free
Middle Kick
Lost Horizor
Spiral Kick
Round Kick
Leftovers
Dark Decepi
Immortal Acl
Dark Slash 2

High Kick
Monkey Kick
Home Free
Middle Kick
Lost Horizon
Spiral Kick
Round Kick
Leftovers
Dark Deception
Immortal Act
Dark Shooter
Dark Slash 2
Scarface
Hell to Fire
Sabretooth Tiger

K, DF, K K, DF, K K, B, K DF, K F, K DB, K while getting up A while getting up B while getting up K A+B F, A+B DF, A+B F, E-B

#### **SEUNG MINA**

F. K

D. A

D. B

D, K

while getting up A

Skull Crusher Weed Waster Keep Away Spinning Low Kick Spinning Squirrel Ace High Pan Flipper Burning Rubber Twister

Ace High
Pan Flipper
Burning Rubber
Twister
Running Free
High While getting up 
While getting up 
K
F, U, B, K
U, A, B
B, D, A
B, F, K

Rattlesnake Bite Python Squeeze Viper Venom

#### LI LONG

Boa Bite
King Cobra
Serpent Dance
Fortress of Hydra
Hydra's Fire

Hydra's Fire Komodo Dragon Sun and Steel Hot Stuff

Whipping Fury Hard Strapper Bloodsucker Somersault Kick F, <u>A</u> F. A. A

F. A. A. D. A.

F, <u>A</u>, <u>A</u>, <u>A</u> F, <u>A</u>, <u>A</u>, D, <u>K</u> F, <u>A</u>, <u>A</u>, D, <u>K</u>, <u>B</u> F, <u>A</u>, <u>A</u>, <u>K</u>

F, <u>A</u>, <u>B</u>, <u>K</u> F, D, <u>B</u> D, <u>A</u>

while getting up **A**while getting up **B**while getting up **K** 



"Massive environment, go anywhere gameplay and amazing depth give Bubsy an entirely new perspective." 
--DIEHARD GAMEFAN

"BUBSY 3D looks to set the new standard in action platform gaming." -- PSEXTREME



🥌 SEGA SATURN

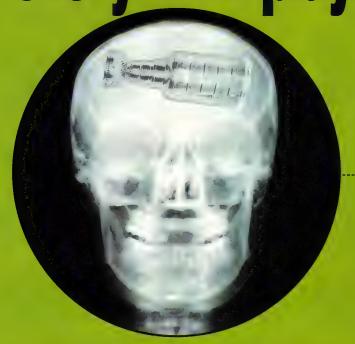


wea

## HICHTAIL IT INTO A NEW DIMENSION

COLLET NUMBER AND THE COLLEGE OF THE

through exhaustive research, this game has been painstakingly programmed with the exact thoughts of every NHL player







Artificial intelligence so advanced, players think and react to you like real pros. They know if they're winning or losing. And they hate to lose.

The first game that lets you control offensive and defensive plays. Run the trap, pinch the defense, dump and chase and play pro hockey...well, like a pro hockey player.

## a new standard of artificial intelligence. the most realistic gameplay ever. "...sports gaming just stepped up to the next level." COMPUTER GAME REVIEW

"...just like real pro hockey..." GAMEPRO

Take on the best teams and players in the NHL. Then, if you live through that, try international play in our exclusive World Tournament.





Exclusive motion-captured players that move and skate so real, you can almost smell the ice.

## ERPLRY'96















## TRICKSTRADE

Trickman Terry's infamous can the "White Boat," is no more. Though the 20-year-old car brought Terry and his wife countless hours of joyous transportation, it was decided by Terry himself that it was time to move on (to a car that was made in the 1990s). Too many mechanical problems forced the Trickman's decision to trade in the old boat, its replacement is in sufficient working order and by a strange coincidence, is also white. But alas, the Trickmeister will always have a place in his heart for the original Trickmobile. It will be sadly missed. Help the Trickman in his hour of need by mailing your condolences along with your killer tricks, codes, cheats and FAQs and whatever else to:

Tricks of the Trade 1920 Highland Avenue, #222 Lombard, IL 60148 or send e-mail to:

egmtriks@mcs.com You can help keep Terry's mind off his tragic loss, and perk him up with an awesome trick for a hot game! Send in your newest, most incredible tricks! If your trick is chosen, you'll get your name printed in a future issue of this awesome magazine and we'll also send you a FREE game for the system\* of your choice! Gaze at the tiny text below for details on the free stuff. Make sure if you send e-mail that you include your real name, address, city,

#### HRICKO BRIGHT

SYSTEM: PlayStation PUBLISHER: Crystal Dynamics



#### At the Dome, bring down the Item Menu and do the trick.

Begin your game and at the Dome, press Select to bring down the Item Menu. Now press and hold the top R1 button. While holding it, press X, Square, X, Right, Up, Left, Circle, Circle, Down, Down. A Stage Select Menu will appear where you can choose levels as well as Bosses! The next trick is ust as good. Press and hold R1. At the Dome or on any stage, press Circle, Start, Right, Up, Square, Left, Left, Up, Start. An explosion will



A Stage Selection Menu will appear. Choose stages or Bosses



There's an explosion when you put the Open Levels code in.



#### You can even open the levels inside the stages.

take place, and you will then have open access to all of the levels!

lan Hung Rancho Palos Verdes, CA



Hold R1. Enter X. Square, X, Right, Up, Left, Circle, Circle, Down, Down for Stage Select. Enter Circle, Start, Right, Up, Square, Left, Left, Up, Start to open all levels.

## SCORE BIG WITH A CONTROLLER FROM ERACT ACCESSORIES AND EGM!

Everyone who sends in tricks to the Trickman has a chance to win the Interact accessory of his/her choice for one of the following systems: PlayStation, Saturn, 3DO, Super NES. Genesis, Game Boy or Game Gear! If you send in a great trick, you'll be eligible to win our TRICK OF THE MONTH sweepstakes! If you win you'll score: your name in print, the Interact Accessories controller and a free game for the (allowable) system of your choice! Contests like this are only found in the Biggest and Best Video Game Mag, Electronic Gaming Monthly!



state and zip code.



## IRICKS IRAD

## KILLER CODES

## GAME SHARK CODES



## by Interact Accessories PlayStation Codes These passwords are for

These passwords are for use with the Game Shark peripheral for the PlayStation only. They will not work on their own with just the game. Note: Do not try to modify the codes because they are supposed to be entered as shown here:

Big Hurt Baseball-Team 1 Always Wins: 80173bd8000f

DarkStalkers-Infinite Health P1 800cd1a00090 Infinite Health P2 800cd5140090

PO'ed-Have Jetpack 8009aba80032 8009ac700100

Skeleton Warriors-Infinite Health: 801db7600064 Infinite Starsword 801db7740064 Infinite Lives: 801db7680064

Top Gun-Infinite AGM Missiles: 801cfecc0064

(continued on p. 42)

## **ULTIMATE MK3**

SYSTEM: Saturn

PUBLISHER: Williams Entertainment

#### CHEAT SHEET: UTIMATE KOMBAT KOD S AND FREEPLAY

Follow the tricks below to find all of the hidden characters in the game, including Classic Sub-Zero. Plus, gain a Freeplay Option for infinite continues!

To do any of these codes. you must first play a one-player game and lose to the computer opponent. Next, at the Game Over Screen, you will see the words, "Enter an Ultimate Kombat Kode" and three bars with symbols in them. (Note: All the bars will change with the symbols. Just concentrate on one of them.) Take controller one and enter in the first three symbols of the code with X, Y and Z buttons. Enter the next three symbols with A. B. and C. Press the buttons the number of times shown for each character:

Classic Sub-Zero: 760-520 Mileena: 700-723 Ermac: 964-240

At the Title Screen, take controller two and press Up, Up, Right, Right, Left, Left, Down Down. You will hear, "Excellent!" The game will now be on Freeplay Mode for both players!

Stevie Schraudner; Fishers, IN



At this screen, enter the Kombat Kode for Sub-Zero.



At the Game Over Screen, enter the kode for Mileena.



Enter the last Kombat Kode for Ermac after you die.



At the Title Screen, quickly enter the Freeplay code.



A screen will tell you that you're in control of Sub-Zero.



A secret screen will appear. Mileena is yours to control.



The special screen will come up saying Ermac is playable.



Now you can continue infinitely with this trick!

### **CYBERSPEED**

SYSTEM: PlayStation PUBLISHER: Mindscape



You'll get to play as

Daisy the cow!

At the Main Menu, go down to Options, In Options, choose Load and press the X button. Now at the Password Screen, enter the code: LILLLLLLLLLLLLLL, then press Start. Now start a new race and you will be playing as Daisy the cow!

Jacksonville, FL



Daisy the cow is now your ship. She functions the same.

PREPARE TO FLY.



COMING AUGUST

ONLY ON







## **TRIPLE PLAY '97**

SYSTEM: PlayStation PUBLISHER: Electronic Arts

by Interact Accessories

(PlayStation Codes Continued)

Top Gun-Infinite MIRV Missiles 801cfec00064 Infinite Sure-fires 801cfebc0064

#### Saturn Codes

These passwords are for use with the Game Shark peripheral for the Saturn only. They will not work on their own with just the game. Note: Do not try to modify the codes because they are supposed to be entered as shown here:

Big Hurt Baseball-Master Code: F6000914C305 B60028000000

Player One Always Wins: 160adba80500 Player Two Always Wins 160adba80005.

Golden Axe: The Duel-Master Code: F6000914C305 B60028000000

Infinite Health P1 16078a5c0080 Infinite Health P2: 16078b500080

Road Rash-Master Code: F6000914C305 B60028000000

Infinite Cash: 1607407effff Have Stiletto Bike 160740740709

#### CHEAT SHEET: SECRET PLAYERS

Some of the programmers in the back of the manual are great secret players with super attributes. Just follow the pictures for . instructions.

Enter in these new players:

Bruce McMillan Bill McCormick John Burk Kevin Loh Louise Read Dennis Hirsch Erick Kiss Jon Spencer Chris Johnson **Eric Pauker** Kevin Pickell Mark Gipson Mike Swanson **Geoff Coates Edwin Gomes** Tony Lee David DeMorest



At the Game Setup Screen. access the Manager Option.



From this screen, go into the **Custom Players Option.** 





the team listed below.

Craig Hui Mike Sokvrka Frank Faugno **Gary Lam Brent Nielsen** Josh Holmes John Rix Jim Hughson **Duncan Magee Keith Dundas** 

Lemuel Casiano; Philadelphia, PA



The player will be a veteran with pumped-up attributes.



The announcer will even say the secret players' names.

## **BUST-A-MOVE 2**

SYSTEM: PlayStation

PUBLISHER: Acclaim

From the Title Menu, choose Options. In the options menu. press Left, Right, R1, R2, L2, L1, Up. Down, A timer counting down from 30 seconds will

### CHEAT SHEET: HORE CREDITS

On the Options Menu, put in Left. Right, R1, R2, L2, L1, Up, Down, A 30-second timer will appear in the upper right-hand comer. Try to get many credits!

appear. Highlight the Credits option and press the X button quickly and repeatedly. Your credits will build up quickly at first, but then they'll be harder to get as you accumulate more. Once the timer counts to zero, you can't try any more. You may receive up to 30 credits, depending on how quick you are.



You may receive up to 30 credits. If not, try it again.



At the Options Screen, do the trick to get the 30-second timer.



No more restricting the credits to a limit of nine this time!

## TRICKS

### **DKC2: DIDDY'S KONG QUEST**

SYSTEM: Super NES PUBLISHER: Nintendo

In DKC2, there is a way to get 75 Kremcoins in the first level of the game! Enter the Pirate Panic! Stage and go into Kaptain K. Rool's cabin. Don't touch anything at this point. Leave the cabin and jump over the first two bananas vou come across. Keep going right and get the banana bunch over the large barrels. Now go back to the cabin. Take the 1-Up balloon. Now leave the cabin and jump over the two bananas again. Keep going right and get the banana bunch over the large barrels, and go back to the cabin. There will be a floating Kremcoin in the middle of the cabin. Grab it and it will give you 75 Kremcoins!

Turner Hayes: Lake Oswego, OR

# CHEAT SHEET: 75 KREMCOINS Power Follow the method shown to the left in the stage, Pirate Panic! to get a Kremcoin worth 75 Kremcoins! This should give you a worthwhile advantage in the game.



Do this method to get a coin worth 75 Kremcoins!

### **ULTIMATE MK3**

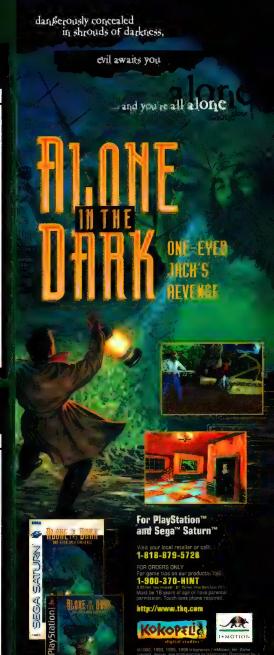
SYSTEM: Saturn Pl

PUBLISHER: Williams

You've seen it done in the arcade. So now it's time for the Saturn version! To play as Human Smoke, just follow these instructions. At the Player Select Screen, choose Smoke. Then, hold Left, HP. Block, HK and Run buttons, until the match begins. At the start of the match, Human Smoke will appear in place of Robo-Smoke. if the cheat was entered correctly. Human Smoke carries most of the same moves as Scorpion. such as the teleport and the spear! (Note: The

HUMAN SMOKE
Human Smoke
can be accessed
by choosing the
Robotic Smoke
first at the Player
Select Screen,
and then hold Left,
HP, Block, HK
and Run.

second player can also play as Human Smoke by entering Right instead of Left).



-by Playmates Interactive

for PlayStation Well, you've waited long enough! The Boss codes on the U.S. version of Toshinden 2 have finally been found. Just enter the following to access them all. To access Master/Uranus: As the Options fly in together at the Main Title Screen, quickly enter: R1, L2, X, L1, R2, Circle on the first controller. A chime should then sound and the vellow box should turn to blue, if done correctly. Choose the Bosses at the Player Select Screen by highlighting the Random Select Box. Press and hold the Select button to slow things down. Uranus and Master should now be selectable! After this code is entered, you can enter the second Boss code. Press Start and go to Reset. Choose "Yes." To access Sho/Vermillion: As the Options fly in together at the Main Title Screen, quickly enter: Circle, R2, L1, X, L2, R1 on the second controller A chime should then sound and the blue box should turn red, if done correctly Choose these Bosses at the Player Select Screen by highlighting the Random Select Box. Press and hold the Select button to slow things down. Sho and Vermillion should now be selectable! Sho. the final boss from the first Battle Arena Toshinden game returns in full force. A dark newcomer to the group, Vermillion, wields a pistol and a shotgun. He may be slow, but he's

## **NEED FOR SPEED**

SYSTEM: PlayStation PUBLISHER: Electronic Arts



Enter: XRMOHX at the Tournament Password Screen then go back and choose another race type.

Do what's on the Cheat Sheet (to the left) then to get No Mercy Mode (no cars or cops), press and hold L1 and R1 while choosing Head-to-Head under the Single Player Menu. To access the Arcade Mode (more like an arcade game), hold L1 and R1 at the Number of Laps Option. Jeremiah Welty; Littlestown, PA



You can do No Mercy and Arcade Mode simultaneously.

## **NFL QUARTERBACK CLUB '96**

SYSTEM: Saturn

PUBLISHER:

Acclaim

#### CHEAT SHEET: HIDDEN TEAMS

At the Legal Screen, quickly out in the code: Down+B. Down+B. Down+B. Down+C. In the Preseason Mode, you can play as the hidden teams.

This code will give you access to two hidden teams that aren't normally in the game. When the Copyright Screen with all the legal information appears, quickly press Down+B. Down+B. Down+B, Down+C. When the Main Menu appears, choose the Play Option. At the Play Menu, choose Preseason and press button B. Now at the Team Select Screen, look for the Iguana and Acclaim teams. The two

teams can only be used in the Preseason Mode.

**Edward Rafii** San Ysidro, CA



The two hidden teams are now at your disposall

## **BUST-A-MOVE 2**

SYSTEM: PlayStation PUBLISHER:

Acclaim

#### CHEAT SHEET: ARACTER SELECT

In the Map Screen, press Left, Left, Up. Down then L1+L2+R1+R2 simultaneously. A new Character Selection Menu will appear. Choose a

You can choose between some different characters to play as (instead of the dinos) in the Puzzle Mode. Just choose the Puzzle Game from

new character.

the Selection Menu and when you're on the Map Screen, press Left, Left, Up, Down then I 1+I 2+ R1+R2 simultaneously. A special Character Select Menu will come up. Cycle through characters with the pad and choose a character with a button. You'll play the next round with the character you've chosen.



Cycle through until you get the one you want to use in the game. On the next round, you will be one your chosen characteri



On the Map Screen, put in the code for different characters.



On the next round, you will be

very powerful.

## TRICKS

### JUMPING FLASH!

SYSTEM; PlayStation PUBLISHER; Sony Computer Entertainment

First, you must enter the Stage Select code (Up, Up, Down, Down, X, X, Left Right, Left, Right, X, Triangle, X, Triangle). The box will turn red if the code was done correctly. Now, go to Game Start and begin a new game. Use the Level Select to go to the first Boss. Defeat Boss 1 then go to World 2, Stage 1. Pause the game and choose to retire. When asked to continue. choose "No." Now, at the Title Screen, you'll see the words, "World 2" by the Game Start Option, Access Game Start and now go to World 6, Stage 3. Pause the game and retire. Next to Game Start on the Title Screen will be the words, "World 6." Take the controller, move left and you will see the word, "HYPER," Now when you access Game Start, you can play the

#### CHEAT SHEET: NEW MODE

Follow the instructions shown to access the Extra Levels in the game. These levels are generally the same, but things are moved around and you jump higher:



After doing the proper steps, you'll access the HYPER Mode.

Extra Stages. Some items have been moved around and you can jump three times higher!

Andrew Cole; B.C., Canada

### **V-TENNIS**

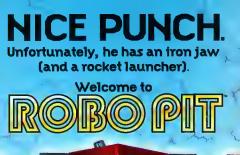
SYSTEM: PlayStation PUBLISHER: Acclaim

Well here are the codes to play as Mattox and Adversa. To play as Mattox: At the Mode Select Screen, choose "Match." Then at the Player Select Screen enter: L2(2X), R1(3X), Down, Triangle(4X) then press X. You should hear a ball bounce, if done correctly. To play as Adversa: At the Player Select Screen hold buttons: Down . L1. R2, Up, Square then press X. You should again hear a ball

## CHEAT SHEET: NEW PLAYERS

tricks will give you Mattox and Adversal Follow the instructions shown to be able to use the best players in the game!

bounce, if done correctly, then begin the game.



Sund your own agreem reques

Hundreds of deadly weapon combinations!

Over 100 robotic killers to

Intense split-screen mode for

2-Player head-to-head battle!

ROBO PIT

challenge you!



## **COLLEGE SLAM**

SYSTEM: Super NES

PUBLISHER: Acclaim

-by U.S. Gold

for PlayStation

Now you can have access to invincibility in the game!
To get this great cheat to
work, begin playing a game
then quit out of it by pressing Start and Select. Then at the Main Title Screen enter: Up, Up, Up, Down, Down, Down, Right, Right, Triangle, A piano chime will sound if game and watch your energy bar go down then up!

this, another great cheat to next game. Just go to the Main Title Screen and quickly enter the code: Up, Down. Left, Right, Down, Down, Right, Right then Square, You should hear a piano chime, if entered correctly You will then be taken to the hidden Debug Menu Screen where you can choose from these options: Level Select, CD Test, FMVs, Credits and a Sound Test! Plus, you should start each level fully loaded with all the weapons.

#### CHEAT SHEET: INVESTIGATION CONTRACTOR

At the Today's Match-up Screen, you may do either of these codes for the results shown to the right.

You must do both of these codes at the Todav's Match-up Screen, Take controller one and enter A, Down, A. Right to get Maximum Power for your team. Press Y, Y, Y, A, A, A to power up your three-point shooting skills.

> Peter Tang Bronx, NY



The power-up codes will appear on the bottom-left.

## STREET FIGHTER ALPHA

SYSTEM: PlayStation

PUBLISHER:

#### CHEAT SHEET:

To dish out the

witty comment of your choice. press and hold the appropriate buttons after you have won the entire match against your opponent.

CHEAT SHEET:

MEINLT ON CODE

After the Scouting

these combination

codes before the

tipoff, pause then

tipoff. After the

unpause to see

Report Screen, quickly enter one of

After you beat your opponent in the second round of the match, press and hold the following buttons for different winning statements: Text #1-



ating your oppo hold the appropriate buttons.

Down+Circle+X, Text #2-Down+Triangle+Circle. Text #3-Down+Square+X. Hold them until you see the text.

John Nguyen: Marion, SC



You can choose from three di sayings for your character.

## SLAM 'N JAM '96

PUBLISHER: Crystal Dynamics SYSTEM: PlayStation

-by Working Designs

The only way you could play a multiplayer game before was within Standard Mode. Well, here is a great trick to take control of the opposing forces or play a multiplayer game within Campaign Mode! To do this, just go into Campaign Mode and begin a game. Then, open the system file and enter the Sound Screen. (that's 1 to 116, in case you didn't know) using the D-pad and button C. Note: You don't have to listen to the whole sound. Just a second

After the Scouting Report Screen and right before the tipoff, rapidly and alternately press L1 and L2. End the code with L1. After the tipoff pause then unpause the game. The

the result.

Immediately after you leave the Scouting Report, do the trick.

players will have big heads and the shot percentage will appear. After the Scouting Report Screen and right before the tipoff, rapidly and alternately press L1 and R1. End the code with L1. After the tipoff pause then unpause the game. The players will be small with big heads!

Michael Southworth; Park City, MT



Pause then unpause to get the results of the codes.



The small players with big heads code is hilarious to seel

#### 46 E-1

### GEX

SYSTEM: PlayStation PUBLISHER: Crystal Dynamics

## KILLER CODES

#### **IRON STORM**

#### CONTINUED

or two of each one. When finished, exit the Sound Screen and go into the Options Menu. You should now get into what you weren't able to before.



n Campaign Mode, you can now play a multiplayer game!

## CHEAT SHEET:

Use the pictures and descriptions below to help you find all of the bonus rooms in the game.

First, you must go to the

Frankie & Heli Stage. Find

the small crawlspace a little

ways into the level. Use the

teleport then immediately go right, past three large, break-

able blocks. Jump over the teleporter on the ground and onto the ledge with the 1-Up.

Get a running start and jump

left as high as you can. In the middle of your jump, hold

Up on the pad. You should

up the block and you'll be

stick to a hidden block. Move



Get into the crawlspace and enter the special warp.



Go past the three breakable blocks and the teleporter.



On this ledge, get a running start and jump. Press Up-Left.

warped to a room with all of the bonus room portals! Collect all of the remote pieces in these levels by



You'll be warped to a section with the bonus room portals!

picking up all of the icons, and you'll have access to Planet X!

Ryan Rogers; Pahrump, NV

This trick was done on a Japanese version of the game and is subject to change.



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The Perfamon furthe Wheel pers you in the middle of the more action. You get 50 degree rotation. Arcade style control. Self-centering pivoting mechanism. Direct game port connection at S89.95 for less), there's no herter velocity are your PC, Segments of 300 platferms. And there's no other "wheel" centroller for the Sony PlayStation or Nintende Super NES. The PC version even includes the Megalitacer (D ROM, or \$29.95 value, yours free 50 get real. Get the Parfamon Turbo Wheel. Exclusively distributed worldwide by SCET International.



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### You can't just run away from your problems any more. From now on, you'll have to think on your feet.



Jumping ducking and dodging have always been a critical part of any button-

bashing Mario

adventure. But with the new Juper

Maric RPG you II also be pushing every brain cell you we got. . That's right. You and the world's most



You'd never want to

be on the bad side of your new pal Mallow His thunderbolt Special Attack brings

a blast of lightning down on any enemies in sight. heroic plumber will have to battle through all the twists, hims and thumb numbing action of a clas-

s.c Margo adventure. Pres meet

the mental challenge

as the story unfolds to

this fully-rendered role-playing game! • It •

the best of both worlds. One minute you're neck and neck at the Yoshi Races. The next

you re gambling the night away at the

Grate Guy's Casino and in retween, you ill

have so test your brains on mind



ouzzies. Of course you is time plenty of

new friends who

m revers Without you Mallow will never find his mue family Geno will never become a real boy. And Booster will haven find a bride . You'll also



bump into all kinds of new bad

dies pilus classic goons from evel-Mario game in history. Only now they re rendered in ACM with a 3

three-quarter overhead view . So get reads

or all kinds of new Minnendo

action and brain bending Square Soft adventure Remember, running and

You want a new kind of Mario action? Try sumpling is a great start. the Yoshi races. But here's a tip. If you. don't hit the buttons But this time around to the beat, you'll get



Whether you call it more action or more RPG, the fact is you'll have to use every trick in both books to beat these bad guys:

web li sise

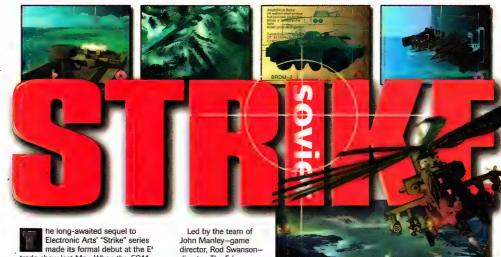
meed plenty of organis to Canada



beat.







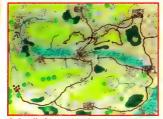
trade show last May. When the EGM editors first saw this game, it was love at first sight. Officially titled Soviet Strike, EA has been working very quietly and secretly for the last year on creating the ultimate 32-Bit flying/battle simulation game. The game producers and directors, some of whose work dates back to the original 16-Bit Desert Strike, knew that this version had to create an experience for the player that never had been done before. Otherwise, the game would be just another "fun" game, lost in the crowd of other flying games this Christmas. And with the previous Strike games being the largest non-sports products that EA had, the staff set their sights high and started with a clean slate.

John Manley—game
director, Rod Swanson—
director, The Edge,
Michael Becker—creative
director The Edge, and
backed by some of the
most creative people in
the industry, the group
set out to mold the game
idea. It had to be similar
in concept to the previous games—the premise
had to be plausible and
something the player
could relate to and get

into. It also had to relate to something currently going on in the world. After kicking around some ideas, the focus shifted to Russia and the turmoil that was going on in the different parts of that country.

balanced but not to the point where the player became frustrated and quit. The replay value had to be there to keep the person engrossed in the game—a game, it turned out, quite similar to the first one in the series: Desert Strike.

With the concept and goal established, the next problem was to decide how to fill the massive amount of memory available on a CD game. This extra memory allowed the group to open up the horizons and do things that were unthinkable in the days of the 16-Meg carts. Things like really being able to kick up the emotional level in the game by including better sound, voices and video clips—lots of them, over 1.200 in total\_so far. But this isn't another



A detailed map showing the terrain, roads and structures for one mission.



You get to pilot one of the most-advanced,

did surveys as to what types of levels were the most popular with the players. They found that people loved to blow things up (but not mindlessly), there had to be people to rescue, clues to find and items to get to complete the missions. These objectives had to be







mindless motionvideo game. These
are all small clips which
inform and tantalize the player. Audio and video which
include actual battlefield
reports, payoff cinemas, radio
war drama—many of which
are under user control. The
video is windowed and presented in a CNN news style.
It is interspersed throughout
the game and there to keep
the player totally immersed in





laid out the game features, the look and feel of the game, the art processes, the missions and campaigns. From there, they started doing the detailed script. To assure that it was done properly, they hired a professional writer to make sure that everything was well written.

That was a year ago. Since then the game has evolved into five highly detailed missions—any one of them could be a







The large amount of detail in the terrain and buildings is easily visible in these pictures. Add in informative video and audio clips and the game springs to life.

a real war. It gives the player a reason to get through each of the missions and to the madman at the end of the game.

Story aside, there had to be more eye candy. This is the 32-Bit generation and the days of barren sprite terrain or unrealistic-looking polygon pyramic-type cities don't sell anymore. The goal became to create a complete, rendered, rich landscape accurate to the smallest detail. As you can see from the above screen shots, they have accomplished this goal admirably.

Visual concepts worked out, the story had to be created. The first design script game in itself. Overall, the producers guarantee that this game will be more than a challenge to the best Strike experts in the nation. In total, they have estimated that there will be more than 100 hours of gameplay in Soviet Strike.

The game is nearing completion now and having played through just the first mission, our editors walked away totally amazed. Not since the release of the first Strike cart has there been a game that has caused such excitement and anticipation. Soviet Strike is easily, hands-down, the best flight/daventure game ever to be made—for any system.







No detail was overlooked in the creation of Soviet Strike. Each level has been painstakingly mapped out on huge topographic maps. In addition—for proper spatial location and placement of armies, weapons, buildings and fortresses—the missions were also built in full 360-degree relief on sheets of plywood. EGM was able to view these maps in EAs secret "War Room" and the detail and amount of thinking that went into each mission was very impressive.

Behind the scenes, every possible consultant was brought in to make sure that each detail was perfect. For example, an assassin (the staff laughed when he was brought up) was hired to make sure the war research (hostages, logistics, etc.) was properly done. A helicopter pilot was hired to assure that your copter's simulation was correct. Others included a Gulf War expert, a director from NBC for the news reporting and even an armor.



expert to make sure that the tanks and other field equipment were done properly. Too many details? No, the producers state that the great attention to detail just adds to the richness and realism of the whole garne concept. After seeing the video clips, hearing the audio and dialogue and also playing the garne we have to agree. This garne has to be experienced!

## BLONDES?

## OR BEASTS & BEHEMOTHS.

Is that a babe
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aerobics workout

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ELOO BY THE COMPLETE CONTROLL

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## The Vapor Is Now Clearing—EGM Tells All On the N64

elcome to EGM's Nintendo 64 round-up—a one-stop players' guide to the N64. In it, you'll find never-before-seen screen shots and sketches of upcoming Nintendo 64 titles, info on some future N64 games, in-depth previews of games right around the corner and some of the most comprehensive coverage of the world's newest 64-Bit game console. So sit back, relax and enjoy the ride as we take you through a 64-Bit journey—Nintendo style!



After much hype, anticipation, excitement and a few well-publicized delays, the Nintendo 64 has finally arrived. Sept. 30 is the magic date of the N64's North American debut, and you can be sure that tons of Nintendo 64 glitz and fanfare is coming our way. (Nintendo will spend roughly 554 million to advertise the N64 this holiday season.) While thousands of hungry U.S. game players are still waiting to purchase Nintendo's new console, the Japanese gaming scene has already been exposed to this awesome system.

On June 23, the N64 was released in Japan along with three games: Super Mario 64, PilotWings 64 and Yoshiharu Habu's Japanese Chess, a Japanese chess simulation. Surprisingly, public response to the N64 in Japan has been lukewarm. One reason for this may be the lack of new N64 titles. Although SM 64 and PW 64 have been lighting up the sales charts in Japan, no more N64 games are due until late September. Adding insult to injury, no strategy games or RPGs (two of the most popular game genres in



Japan) are due until the spring of 1997, at the earliest. This has forced many Japanese gamers to take a wait-and-see attitude toward the N64.

In the North American market, the Nintendo 64's prelaunch prognosis is much more optimistic. First of all, anywhere from six to eight titles will be available at launch, with an additional 10-12 games available by Christmas. Not only will the N64 have more games available in its U.S. launch, many of those games were specifically designed for the U.S. market. By



Truth be told, the real

excitement of the N64 lies in the future potential of the machine, rather than its current gaming status. More than 80 N64 games are now being developed in Japan alone, with an additional 50+ titles in the works in Europe and North America. (Do the math, and you'll find that more than 130 N64 games are in development worldwide, more than any other Nintendo game platform had before its launch.) Combine that with the impressive visuals seen in Super Mario 64

and PilotWings 64 (two first-generation games) and it's easy to see why Nintendo of America feels the future of this new game console is very bright. In fact, some

















of the brightest names in the gaming industry are making games as we speak, including: Williams Entertainment, Electronic Arts, Acclaim, Interplay, Virgin Interactive Entertainment, Rare, Ocean, Software Creations, Capcom, Konami, Hudson, Enix, Seta, Kemco and many more.

For those of you unfamiliar with the N64, here's a quick recap: On April 23, 1993, Nintendo and Silicon Graphics Incorporated announced that they would jointly develop a 64-Bit video game system, code named: Project Reality. Using "Reality Immersion Technology," the game system was to be based on SGI's "Onyx" line of graphic workstation

computers. The name "Project Reality" was temporarily changed to "Ultra 64" then changed again to Nintendo 64—as it is now known today.

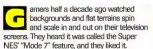
The Nintendo 64's computer architecture is cartridge-based and is run by just two microprocessors; the CPU (central processing unit) and the RCP (reality co-processor). The main CPU controls all the Al logic and in-game behaviors (artificial life, real-world physics, etc.) of the N64. Based on the MIPS R4300 series of RISC (reduced instruction set computing) CPUs, the N64's main processor runs at around 94 MHz. Unlike the R4300 (which only processes 32-Bits of information internally) the N64's CPU is fully 64-Bit. The heart

of the N64 is the RCP, a custom DSP (digital signal processor) controls the graphics and sound of the N64 and operates in two halves. The half that processes the N64's sound and assigns all the polygons is called RSP (reality signal processor). The RDP (reality display processor) draws all the pixels on screen and controls all of the N64's whiz-bang effects (line anti-aliasing, mip-mapping, opacity effects, etc.). The RCP is a true 64 processor that runs at approximately 62 MHz. Combined, both chips can calculate more math than 10 Pentium processors combined! Indeed, when the N64 is hooked up to TVs across the nation, it should be the most powerful chipset in the home!



## NINTENDO 64

EGM Breaks through the Buzz and Looks Inside the N64



Gamers soon afterward saw a familiar blue hedgehog boit across the TV faster than a squirrel dodging traffic. They heard it was called "Blast Processing"—a feature unique to the Sead Genesis—and they liked it.

Soon they were looking for more advanced features in their video game systems—features with names like sprite

## Specular Reflection

Technical: A rendering technique which creates a reflection of the light source on a shiny surface. This feature is built in to the N64 hardware.

Gamer's definition: This on is simple enough. Effects like the Chrome Mario in Super Ma-64 will be complete with shininess. Talk about realistic effect easily available.

#### Environment Mapping

Technical: A rendering technique used to create realistic-looking reflections on a surface. The N64 hardware has this built in and will process this mapping in realtime.

Gamer's definition: This makes the game look real. There are reflections all around us, all the time, but since it takes a lot of processing power, most systems can't do it.

#### Alpha Channel

Technical: In reference to bitmapped images and the transparency of pixels therein.

Gamer's definition: The cool effects in water, smoke and glass. Alpha means you can see through the graphics to a certain extent. A good example is the waterfall and the light shining through the windows in Super Mario 64.

"rotation" and "scaling." The industry was abuzz with these and other buzz words, which were labeled in bold text across the boxes of new systems (the Sega CD among them).

Now with the looming U.S. release of the Nintendo 64, gamers are about to be bombarded with new buzz words—exotic-sounding compound nouns like "mip-mapping" and "anti-aliasing." But before these words get hyped all to heck, we at EGM figured someone ought to explain

#### Anti-Aliasing

Technical: A technique used to smooth the jagged edges of graphics by illuminating the pixels along the edges with colors that are a blend of adjacent colors. This feture is in the N64 hardware.

Gamer's definition. This makes graphics look less pixelized along the edges (the block on the left). It's in the NG4 and it's used a lot



#### High Resolution

**Technical:** One of the N64 Video Modes, providing 640 pixels horizontally by 480 pixels vertically.

Gamer's definition: Instead of graphics looking fuzzy, they look sharp. This is what "hi-res" really means. This takes a lot of processing power, so many systems can't handle the data all at once.



#### Normal Resolution

**Technical:** A Video Mode of the N64 providing 320 pixels horizontally and 240 pixels vertically.

Gamer's definition: This is close to what's known as "low-res." A good example of this would be the original Doom on the PC. The graphics look blockier. It's kind of like being zoomed in. Hope this isn't used too much on the NG4.



## RCP Reality Co-Processor

Technical: The heart of the N64. This custom chip performs all graphics and audio processing.

Gamer's definition: If this little guy had hands, you would definitely shake one of them. This chip is what lets Mario walk in a real 3-D environment with the startling graphics and fun music and sound effects. Thank you, Mr. RCP.

## ROM Read Only Memory

Technical: The type of memory used in N64 game cartridges. Presently, N64 games use 4, 3 and 12 Megabytes of ROM.

Gamer's definition. Let's put or into perspective—some of the best games on the 32-Bit systems use well over 100 Megabytes on a CD. Mario uses how many? Only 8: You gotta love technology!

#### Bilinear Interpolation

Technical: Used to improve the appearance of textured surface when viewed at a given distance by blending the colors of adjacent texels. It's in the N64 hardware.

Gamer's definition: Basically this makes graphics look better so they re not so pixelized. This helps up close since it blends colors in the whole graphic. Note the circle on the left.



#### Trilinear Interpolation

Technical: Used to improve the appearance of textured surfaces when viewed at a given distance by blending the colors of adjacent texels from two separate texture maps. It's in the N64 hardware

Gamer's definition: It's like the bilinear one mentioned before. This time it's with two texture maps—very real.

#### Clipping

Technical: The process of excluding the portions of polygons which are outside the current view. This cuts down on the amount of data being processed during rendering.

Gamer's definition: When the turtle is partially shown coming into view, the part that's not seen won't be rendered. This way there's not as much strain on the N64.

#### Culling

Technical: The process of excluding polygons which are completely outside of the current view, and it can take away those which are not facing the viewer.

Gamer's definition: Kind of like Clipping but it's for the turtle before he ever comes onto the screen and the side of him we can't see while playing.



#### Wavetable Synthesis

Technical: A type of music synthesis which uses recorded samples of actual instruments and dynamically modifies the pitch and other attributes for enhanced realism. This is built in the N64 hardwar

Gamer's definition: Like the old Super NES' music but a whole let better with more instruments them to the gamer.

What follows then is a look—in both technical and laymen's terms—at which features of the N64 set it apart from the other next-gen consoles. The technical definitions were provided by Nintendo, while the *EGM* editors boiled the techy terms down to what they really mean to game players.

The N64 is loaded with advanced features, and only the most important ones—those that will most likely become buzz words—are explained here. ■

#### Mip-Mapping

Technical: A technique used for improving the appearance of a totured surface by computing new textures to be displayed based on the distance of the object from the viewer. No annoying noise or patterns on textures

Gamer's denotion. Texture mapped graphics won't look weird or pixelized up close or far away.

## Perspective-Corrected Texture Mapping

fechnical: This is used to produce more realistic textures by taking into account the concept of perspective. This feature is built in the N64 hardware

ramers definition: Sometimes on various 32-Bit systems, textures will warp out of perspective. Besides being lame-looking, it's confusing to play through. The N64 does it.

## TLMM. Trilinear, MipMap Interpolation

Technical: A rendering method combining trilinear interpolation with mip-mapping. This is considered the highest-quality form of texture mapping. It's built into the N64.

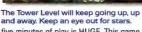
Gamer's definition: Now that's a mouth full. Actually, this is why N64 games look so incredible in everything we've seen. It's built-in, so we should be seeing it used a lot.



here was a time when a little plumber named Mario was flat but plump. He had a brother named Luigi and lived a fairly good and adventurous life. After all, someone had to protect the Princess from the evil Bowser and his band of minions.

Time has passed and technology has changed-for the better. Mario has been around and is able to say, "Been there, done that." There is one area Mario hasn't been, though. He might have dreamed about it in the olden days of the Super NES. He could've even thought about it back when the NES was in its prime. Thoughts and dreams have now come true. The Nintendo 64 thrusts Mario into a totally 3-D world in Super Mario 64.

The word that comes to mind in the first



five minutes of play is HUGE. This game is gigantic-gigantic in height, width and depth, huge in Boss size and number of

levels and secrets. The second word that pops into the brain is BEAUTIFUL. The graphics are simply phenomenal. It seems as if everything graphical is being thrown at the N64 processor, and it chews it up and churns it through with no problem. The last word that settles down in the gray matter is GAMEPLAY, Super Mario 64 is everything the originals were and so much more. Gamers should have even more fun than they did with the originals, but with all the cool special effects made

possible by the 64-Bit system.

The object is to retrieve stars and eventually save the Princess from Bowsersounds familiar, but there's a catch. Gamers need a minimum of 70 stars to complete the game. Rumor has it that there are 120 stars to be found for a perfect game. With this is mind, players should understand why many of the stars are not easily found. Stars give Mario access to new worlds as well. By collecting more stars, more doors will open. Thus, more stars will be available and so on. After defeating Bosses, keys are given.











Holy giant bullet, Mario. Run away from enemies of this size or feel the pain.

This way locked doors will no longer bar Mario's way. Bowser hides behind big star doors, so make sure you're ready to face him before entering.

Each level has a heme, such as fire, snow or desert—like the old Super Mario games. The object in each level is to retrieve the standard six stars, but there are more to be found depending on your skills and exploration t

skills and exploration tactics.
There are different ways to go about
getting stars. A star is given for collecting
all the red stars on a level. By collecting
100 regular gold coins in a level, a star
is given. Of course, there are stars
given for defeating Bosses and
completing tasks like retrieving
a baby penguin in the Snow
Level for its mother. Gamers
will come back to a level
at least six times—one time
for each star.

Sometimes the order of the stars is mixed up if the gamer finds the sixth star on the first time

through. This means players have to find the first five after that. Overall, there are many paths to take in Super Mario 64.

Mario starts in front of the Princess' castle. As he nears the drawbridge, a friendly flying turtle approaches to offer his assistance. Throughout Mario's adventures, this turtle holds the camera and acts as the eyes of



He might be smiling but he ain't Mario's friend. Avoid big blocks at all costs.

the player. Players can rotate the camera around Mario (as long as no walls are in the camera's way), and zoom the view in and out. From that point, the Gigantor-like adventure starts. Take a look at the sidebar titled "Camera Views" on the next page.

The interior of the castle features a "Great Room." It is populated with nine doors, two of which go to the same area. Because of this room and the worlds that can be accessed from it, gamers will be very busy.

The lower-left door leads to the first world. The first level of the game—which is found behind the picture with the B-bombs on it—is broken down like this: The first run-through of the level yields a star. The second time in the level a gamer is confronted by a friendly but competitive turtle. A children's fable—*The Tortoise and the Hare*—is brought to Super Mario 64. If Mario wins, the turtle gives you a star. What a good loser he is. The remaining four stars (minimum) give gamers a good opportunity to learn Mario's attacks and jumps. Practice these thoroughly and check the sidebar to the right for more



Marchesinevet beed the weith can take care of the enemies. Back in the original games, a simple jump and storm was enough to take care of a baddle. Largeod of Mario used items from the back ground like boxes and turtle shells. Now we're dealing with a Mario of the future he has some new tricks up his plunger. Taking full advantage of the Nintendo 6 analog controller. Super Mario 64 utilizes almost every button. There's the standard



pt stackies Autous now thing the same button three times. This is effective again: enemies like the homed bombs in the Laws Level Mario still has his butt stomp move. Jump and hit the Z-button—Mario crashe down squashing anything that lies below Good thing he's a hearty eater! By hitting the Z-button with the Punch soon after Mario does a Slide Kick. This Power Slide is effect tive against almost all enemies. Look our when using the Power Slide near a dead. edge or especially in the Snow Level. The Power Jump is the Z-button with the Jum. button soon after. This is great when there's a star across from a ledge or a red coin on an island above water. By holding down the button (and Mario squats) then kicking. Mario will do a Break-dancing Kick. This good to use once in a while—it's more it - o warch. The point is to use all of the controller's buttons to make your way through SM64. Keep in mind that there are more than just simple punch and kick moves. Mano is practically an 5F character in





## Views

The four yellow buttons on the control pad control the friendly camera angle. Depending on where Mario is standing, the camera can be adjusted a full 360 degrees. Does this serve a purpose? Is it more than just eye candy? You betcha! In certain areasit is imperative to use the different camera angles in order to see where Mario is at a given time. When you're in the heat of battle, avoiding a Mario-seeking flame and you're turning a comer at top analog speed, the camera needs to be changed fast or off







the edge you go. By hitting the top yellow button several times, a Viewing Mode can be selected. This is just for looking around and not much else. There is one exception found so far. By looking up at the bright sun/cloud on the ceiling in the "Great Room," Mario is warped into a bonus area This is where you get the winged hat so you can fly. The only way to get there is by looking around with the View Mode. There

are other instances but we'll leave the rest up to you. Besides looking around for secrets, the maneuverable camera views can make for some cool-looking sites. If Mario is standing close to the edge of a different perspective is created, staring down about 100 feet to the snowy ground below—or to an untimely death. Practice using the views to your advantage.















have the choice of staying in the first world and finishing it or trying a new realm. There's the Snow Level, the Tower Level and the Water Level. There's also a bonus round to access behind the door on the right on the top level of the "Great Room."

The Snow Level is slippery. Super Mario 64 fans will have to watch their step while slipping and sliding in this one. There is a ton of exploring to do in this level, and some of the stars seem impossible to get. Fret not—with more practice they'll be as easy as ever. The Tower Level is a lot of fun to play through. The concrete slabs

are especially fun to beat. Keep an eye out for the Boss on the first run through—he's a biggie. Also, remember to talk to the pink bombs; they'll open up the cannons for Mario. This is necessary for all of the stars to be obtained. The Water Level has a misty motif—too bad Mario can't get a peg-leg power-up. Suit up for some deepsee exploring, as Mario encounters a giant



eel, a sunken ship and an underwater hydro fan that keeps regular Mario from obtaining a star. Perhaps a Chrome Mario is suitable for the task, Give it a tryl

By this time gamers should have enough stars to encounter Bowser for the first time. The upper level of the "Great Room" has a door to the left, with a big



Another chance to compete for the gold.

What's next for Mario? The Olympics?

star on it. As mentioned before, doors like these hide the level to the Boss. Open this door and walk down the hall. A picture of the Princess awaits. Will this be Mario's chance to win the Princess back? Unlikely. Keep walking and watch what happens.

As gamers play through the Boss level, they'll hear a familiar tune and feel their palms sweat. They might ask, "Am I really scared of falling off the edge?" The answer is: yes. Because of the graphic effects in Super Mario 64, many of the levels give a feeling of incredible depth. Players make their way to the top and into the good old green pipe. Bowser is









ال الاما جيون علي المالية معالية المالية Super Mano games? Sure we all do Sucer Mario 64 is no much different in that aspect low block which house i regular colorson ... or a free Mario. There are also red blocks green blocks and blue blocks—which have nothing to do with the sunglasses. The reablocks give Wano wings for flidhe para in he



Whalle Belliame eavy and doesn't licet Time Character

witerfain doesn't builde the chromed on lacal. On two of all this Chrome Mano snow. out of cannons much easier—like a bulle. Finally there is the blue block. This gives Mario a double bower invincibility and in it bility. This way Mano screened on areas

Some are necessary in remove a start in level. Without fraht in one level Mano ... Id on relation appropriation

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nice was in a kina. Tali powier They are one for getting around in water fast or sliding around the ground in a duick way to seen With other special powers for an untouch able Mano This is important in the water with Chrome Warlo This way he can sw even though he's chromed. Search to power-up blocks where other things wouldn't be. When something seems s a whom to do



The "Great Room"...so many doors, so little time. Where should Mario begin?

waiting on the other side. He's big, bad and is waiting to show Mario what charbroiling is all about. Run up behind the Spiked One and press the Punch button. Grab his tail and rotate the analog stick. What to do? Throw him off the edge or into one of the bombs on the edge of the platform? You decide.

This is just a taste of everything Super Mario 64 has to offer. Remember to



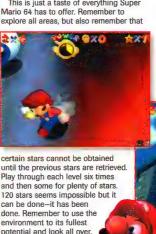
Don't let Mario's power get too low. especially in the Haunted House.

Perhaps to find Yoshi? That's the fun part-go anywhere and everywhere, looking for anything and everything. Check the sidebars for more info on the various levels, techniques and secrets therein.

Now that Mario has been launched into a 64-Bit realm, things are a lot different from the old days. But there's no reason to be afraid that Mario has changed for the worse. Remember that the graphics only make the game better if the game is fun to begin with. Mario has been dreaming of the 3-D thing for a long time. Finally his for years in 8- and 16-Bit worlds. Prepare









the hundreds of side-scrolling games that PilotWings 64 isn't so fortunate. Gamers who own next-gen consoles have by now

clogged store shelves at the time,

no aircraft), was a unique concept amidst

that novel anymore.

PilotWings 64 will have to pull off some spectacular visual stunts

and offer brand-new gameplay challenges if it's to top its 16-Bit predecessor.

Fortunately, the game has enough flash (thanks to the power of the Nintendo 64) and style (note the new combat

40 km/h

and photography missions) to come across as a worthy update to the original.

Although PilotWings 64's graphics aren't light-years ahead of what the other consoles can dish out, they are a phenomenal step forward. The game's texture-mapped terrains look lush and realistic, and they slip smoothly beneath the player's aircraft (although minute slowdown does occur during flight through polygon-heavy environments, such as cities.) Only graphics generated by highend PCs and multimillion-dollar flight

> simulators surpass the visuals found in PilotWings 64, which is appropriate, considering that the game's developers also designed flight simulators for the military (see sidebar).

Flight in PilotWings 64 takes players above four islands: two tropical, one arctic and the fourth as large as a nation. Depending on which flight lesson they choose, players will swoop over cities, waterfalls, mountain peaks and other sights and structures. Much of the terrain is animated, too: smoke pours from chimneys atop farm houses, the Space Shuttle lifts from its launch pad and many other animations-complete with sound effects-liven up the islands. The

game's world extends



nearly to the horizon, and pop-up of terrain features is rarely noticeable—but it does exist. When flying at high altitudes, players will see distant buildings and land features pop into view at the fringes of the fog-enshrouded horizon.

While its graphics are newand-improved, PilotWings 64's goal is no different from that of the Super NES version: Players must earn their wings in a series





Hidden away in each level is a star that will grant pilots the birdman wings.

of increasingly more difficult flying tests. Points are given based on how well players do in each lesson, and high scores grant access to the game's later levels and bonus missions.

Unlike the original, however, PilotWings 64 doesn't end with with a helicopter gunship mission. Instead, players who pass every lesson get to don the birdman wings and go on a sight-seeing tour of the islands. Stars hidden throughout the game also grant the wings. Another feature

Another reature
unique to PilottWings 64 is the option to
pick from six different piloto, each with his
or her own body proporto is that affect
the flight characteristics of the aircraft. For
instance, vehicles flown by skinny characters—such as the lanky American named
Goose—lift into the sky easily, but their



Buildings have a new look during night flights. Their windows glow with lights.

The hang glider won't glide forever. Fortunately, thermal currents give it a lift.

turning capabilities aren't as tight as aircraft flown by heavier pilots.

When players start the game, they can head skyward in three aircraft: the gyrocopter, the hang glider and the jetpack. The gyrocopter—sort of a smoke-belching combination between a helicopter and an airplane—is a new vehicle and takes the place of the first game's biplane. (No, PilotWings 64's developers haven't forsaken would-be skydivers; the parachute—among other things—becomes available in the game's bonus challenges.)

Early gyrocopter missions send pilots careening through rings that float at various heights (some under bridges), but

later lessons have pilots doing more things than just flying through rings. The gyrocopter is now armed with missiles, which pilots must use to destroy mission targets. In most lessons, the targets are either hovering balloons or bull's eye-adorned ground-

based signs. In two missions the pilot must blow away a marauding robot, which dashes madly across the gyrocopter's flight path while the pilot tries to nail it with five missile hits. This task is made all the more difficult by the robot's tendency to hurl boulders at the gyrocopter.



Mount Rushmore has a new look. Note the face of a certain famous plumber.

## A Word From

Although Shigeru Miyamoto, the gamining mastermind who reated the original Pilotwings (as well as the Mario and Zeldegames and nearly every other Nintendo classic), oversaw the development of PilotWings in Japan, the game was actually programmed in Texas, by Dallas-based Paradigm Simulation Inc. Founded in 1990, Paradigm originally created training simulators for pilots and ship captains. It has gradually shifted its focus toward the entertainment industry and is now part of Nintendo's cadire of "Dream Team" developers.

Nintendo picked Paradigm for the PilotWings project because of the U.S. company's extensive experience with SGI workstations. Paradigm and Nintendo's partnership deepened recently, when it was announced that Paradigm would design development tools for the 64-Bit system.

EGM spoke with Dave Gatchel, Paradigm's vice president of Entertainment Applications, about PilotWings 64, the company's first console game.

EGM: Did Paradigm's staff play the first Pilotwings much before developing PilotWings 64?

DG: Yes, we all played the original and studied it pretty closely, and we all thought it was a good game.

EGM: PilotWings 64 is much more difficult than the original. Did you set out to make it more challenging?

DG: We definitely wanted there to be an adequate challenge for the player, but we didn't set out intentionally to make it more difficult than the original or any simpler. We just wanted to make sure there was an adequate amount of playtime there.

EGM: Who decided what aircraft would be included in PilotWings 64?

DG: Nintendo told us what they wanted in the game, while we worked on its development.

EGM: How accurate are the flight models?

DG: We tried to start out with a physicsbased approach, then we deviated from that where we had to so the game would strike a balance between accuracy and fun.

EGM: What do you think Nintendo's analog controller brings to this type of game?

DG: The joystick's biggest impact, obviously, is that you're able to get really smooth control in an interactive 3-D environment like the one we're providing here. This ability to move smoothly and get into tight areas and have the control resolution to do that is key.

EGM: Paradigm is used to working with extremely expensive SGI workstations. How does Nintendo's new system compare to this high-end hardware?

DG: It compares quite favorably. Mip-mapping, anti-aliasing—all those types of features that you normally associate with a very high-end system have been packed into a \$250 device. It's quite amazing.

EGM: Now that you're part of Nintendos Dream Team, will gamers be seeing more Nintendo 64 titles from you in the future?

DG: We're definitely planning on doing some more content for Nintendo. We can't really comment on that at this point, though



Just as they do during Mario's 64-Bit adventure, the analog controller's four yellow C buttons adjust the player's viewpoint in PilotWings 64. These buttons pan the view up, down, left and right, while the right shoulder button switches the pilot's perspective.

The hang-glider lessons are more for the pacifist; instead of guns, the glider is equipped with a camera. Photo missions begin by showing pilots a list of objects they must find and photograph, such as a ship or fountain. Players will have to maneuver close enough to the objects so they can take pictures from the same distance and angle as the photos shown at the beginning of the mission. Points are awarded based on how closely the pilot's photos resemble the mission ones.

The missions bring up a novel feature of PilotWings 64-the game's photo album. After pilots have finished snapping pictures, they can stick the photos in an album that's saved along with the player's progress. The album holds six pictures, which players can view later to relive their sight-seeing adventures.

Other hang glider lessons are akin

to those in the first Pilotwings; players will have to guide the glider through rings or reach a certain altitude by using the thermal currents, the aircraft's only source of lift.

Jetpack missions also send pilots



Miles of caves snake through the islands, The view can be rotated around the



chasing after rings, but these targets are a bit trickier than in other lessons. Some rings are tucked away under rock overhangs, while others have to be passed through in a certain sequence and in a certain amount of time. Other jetpack missions have players seeking out and dropping onto stationary targets that refuel the gas-hogging vehicle, a task made easier by the ietpack's stabilizing feature (a tap on the Z button brings the jetpack to a dead hover). The stabilizer sucks fuel, however, and pilots who take too long touching down will quickly run out of gas and crash. Still other jetpack lessons send



and they're best explored with the jetpack, jetpack, making tricky landings easier.

Although this small resort island easiest flight lessons, it's still packed with plenty of sights to see. A stone fortress dominates the island's skyline and sits atop its highest hill, from which water falls splash down into a fountain laden lake (look for a small cave near the waterfalls). Players can also soar above a colorful carnival-complete with rides. The star only island where it isn't hidden

by fierce winds, this chain of arc tic islands is home to the game's most unique terrain. Matterhornlike peaks jut into the sky, while oil rigs and refineries dot the island's few flat parcels of frozer fundra. Skilled jetpack drivers can go spelunking here, too, a narrow cave cuts into one of the mountains and follows a fastmoving river deep into the frozen core of the island. Whale watchers will want to scan the lov sea

Resorts and farmland line the beaches of this tropical paradise. which is much larger than the first island. It is also much more mountainous. Numerous hang glider launch points are perched atop the island's peaks, although the rugged, sloping terrain makes for few landing zones. Jetpack pilots will again get to put their cave-navigating skills to the test once they find the twisting rock tunnel that bores through the sland's mountains

mammoth chunk of land is actually a mini version of the United cities and landmarks-such as New York City and the Grand Canyon-have been duplicated in scaled-down form. Pilots can circle the Statue of Liberty and buzz a Nintendo-modified Mount Rushmore. The island's not too big, though-players can cruise from New York to San Francisco via jetpack in under two minutes









## FLIGHTS OF FANCY: The Bonus Libraria

#### **BIRDMAN WINGS**

Donning these birdman wings is the overall goal of PilotWings 64.

The feathery contraptions become available early in the game (after pilots

beat the missions of the first difficulty level or find a hidden star), but the wings can't be used to visit all four islands until players succeed in every mission. Wing-wearing pilots don't have to worry about fuel restrictions or accomplishing mission objectives—they can just soar above the islands for the fun of it and snap pictures for the photo album. The wings—which flap each time players press the A button—allow for easy maneuvering through the sky, and pilots can even takeoff and land vertically to perch atop buildings, mountaintops and other structures.



#### JUMBLE HOPPER

While not exactly an aircraft, this pair of springy shoes does keep the player airborne most of the time. Jumble Hopper-wearing pilots are continuously launched into the air and can only control the direction and power of their jumps. Players must guide their pilot to a distant target zone.



#### SKYDIVING

Coming to a safe, soft landing in the buil's eye is only half the challenge of the skydiving missions. Players must first guide their free-failing flyers into five different formations with other skydivers. The formations must be completed before players drop below the cloud level.



#### CANNON BALL

The most painful of PilotWings 64's flight activities, this mission blasts pilots from a cannon toward a distant target. Players must take into account wind and target distance when aiming the big gun's sight. Some targets are hidden behind hills, so the cannon has to be angled just right.











pilots out to round up a bouncing ball and quide it to a target zone.

Since the jetpack is a vertical-takeoff aircraft, it grants more freedom to explore than the game's other vehicles. Pilots will need this freedom, too, since one mission requires them to navigate through a narrow and twisting cave. Each bump against the cave wall is punished by a two-point deduction from the pilot's mission score.

The criteria used to determine successful missions varies with each vehicle. For instance, during gyrocopter missions, pilots earn points for flying through all the rings and blowing up every target, but they're also graded on how quickly they flew the mission and how accurate they were with the missiles. Since no successful mission ends with a crash landing, pilots earn points for how well they bring their aircraft back to Earth.

PilotWings 64's missions progress

through four levels of difficulty, and players can move on to the next level only bearning bronze wings or better in each of the current level's lessons. If they're good enough to garner silver or gold wings in each lesson, pilots earn access to the



Like in the original Pilotwings, the hang glider is the most difficult aircraft to land.

game's bonus missions. These missions have players being shot out of a cannon, skydiving, bouncing about on a springy pair of shoes called Jumble Hoppers and gliding with the bird wings.

It's not easy to score high enough to reach all of the bonus missions; PilottVings 64 is much more challenging than its Super NES predecessor. Not only do later missions dole out more difficult challenges, they also demand precise flying and perfect landings. To make matters even more difficult, pilots have to contend with variable weather, fierce winds, turbulence and missions that take place during all hours of the day and night.

Yet these pilot-unfriendly conditions don't sap any fun from the game. They only increase PilotWings 64's already high level of realism and make for a game that will absorb more of the player's time than the 16-Bit original ever did. ■



The characters in Freak Boy, while appearing quite crudely drawn with big polygons and empty spaces, are in actuality done so he can absorb different items from his environment.

game can best be described as a thirdperson, 3-D action/adventure/shooter. The game's story starts out with the

hero, Freak Boy, as a member of a peaceful civilization called the Hedrons. The Hedrons are invaded by an evil race of creatures-known as the Zos-from an alternate dimension. The Zos make a hole in the middle of the Hedrons' sun, come into their solar system and kidnap all of the Hedrons.

During the invasion, one Hedron manages to evade capture and becomes mutated into the form we now know as Freak Boy. He then goes on a personal mission to destroy all of the Zos and return the captive Hedrons to their rightful dimension.

Freak Boy begins his journey at the outermost planet in his solar system and slowly makes his way toward the Hedron sun (which just happens to be the gateway leading to the Zos' dimension). Once he

gains access to the alien dimension. Freak Boy can confront the Zos' leader and attempt to rescue his people.

Freak Boy is divided into five different levels, with four worlds per level for a total of 20 different main worlds. (There are also bonus areas and stages hidden throughout the game.) Each world has a gate key hidden somewhere in the world. In order to proceed to the next world, players must acquire the gate key and "pop" it into the gate key hole.

In the Boss world, there are three interdimensional gates (those are

the gates the alien Zos are entering). The only way to get past the Boss world and enter a new level is to lock all the gates in the preceding three worlds ... got it?

Freak Boy has a unique play mechanichis body forms tools and weapons which he carries. He is made up of three distinct pieces (or slots): a lower slot, a chest slot and a head slot. Freak Boy can absorb objects from his environment and morph them into his body by jumping on them. For example, if he jumps on a gun, his feet morph into the shape of a gun, If he jumps on another object (say, a drill), the







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#### Plan on lots of action-packed 3-D gameplay in Freak Boy.

chest can cut through walls and doors. A drill in his head can cut through ceilings. This feature was specifically designed to add a strategy element to the game; the order in which a player chooses to "stack up" objects (bombs, guns, drills, etc.) in Freak Boy's body may depend on where the player is in the level.

Knowing this, the developers at Burst took the opportunity to design hidden bonus areas and alternative pathways for the skilled (or lucky) players to discover.

Set for release next spring, Freak Boy is one N64 title that fans of 3-D action games will want to keep an eye out for. It will totally wow gamers! Look for even hotter coverage of Freak Boy in an upcoming issue of EGM. ■

gun then morphs to his chest area and his feet become a drill. Wherever the objects are placed in Freak Boy's body directly influences how the objects function and where they function.

For instance, a drill in Freak Boy's feet will dig straight down, and a drill in his

Objects that move up into Freak Boy's body, "stack up" until his body is filled (hence the early working title of the game, Stacker). Once full (three objects in total), Freak Boy can't acquire any more objects until a slot empties out.

There are two ways slots can become empty: A player can "pop out an object from Freak Boy's head slot or the

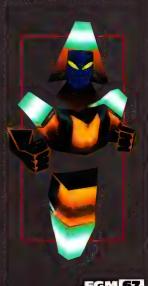


object gets destroyed (at which point, it disappears completely). Once all three slots are empty, Freak Boy is completely defenseless and will die if hit. The only thing the player can do is run away and attempt to acquire more objects.

Freak Boy was designed as a sophisticated game on many levels.
All of the N64's much ballyhooed graphical effects are being fully utilized (mip-mapping, anti-aliasing, translucency, etc.). Even in its currently early state, Freak Boy demonstrates ultra-smooth 3-D movement (the game will run at 30 fps when completed), clean textures and almost none of the annoving "polygon pop-up" that plagues many polygon games.

Although the game will only clock in at 64 Megabits, some worlds can stretch out to the equivalent of one square mile or more. The worlds in Freak Boy are slightly similar to the levels in Super Mario 64, because the polygon environments are vast and you can see extremely far into the distance.

Freak Boy also incorporates sweeping "cinematic-style" camera angles and infinitely configurable viewpoints. The music in the game is described as Industrial-Rock. Although the music had yet to be implemented in the demo we saw. Freak Boy's producer assured us the tunes would reflect the cuttingedge image of the main character.



EGM 67

and California and an area and ok at Optical Entertainmen ⇒volutionary new Nintendo 6ti sad Ahead. Due out in Christm of 1997, Dead Ahead is the first to-

Optical Entertainment is contag Dead Ahead combines the fluidity and technique of 3-D fighting games like Tekken 2 and Virtua Fighter 2 with the Fantasy. Players will no longer be limited to specific locations and fighting arenas

in Dead Ahead, combatants can roam around in a vast, nonlinear, 3-D polygon world. Similar to a traditional RPG/quest game, the fights in Dead Ahead can have battles happen at random times, but unlike the norm, the camera stays will Mario 64). The similarities to RPGs docjust end there-players can upgrade their combatants and even fight against three enemies at once. Imagine being able to All of congress the Congress of Views

## ad ahea





is all about

The Dead Arrest more to amalgamation of many creative talents. Steve Park, a world-renoautomobile designer and the head design manager of Ford Australia Increating all the conceptual illustration for Dead Ahead, Programming work being handled by Software Creation, one of the original members of Nintendo 64 s composed by David Newman, a leading include: The Flansiones - The Phonicand Hoffa

From what we have so at it each time. has the potential to be the most genredefining fighting game since Street Fighter II Look for more updates on this radical N64 game in apcoming asset of EGM.



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## TOP GEOR ROLL

he PlayStation and the Saturn have seen a steady supply of racing games, which have been given a turbo boost of realism by the polygon-pushing power of the two consoles' RISC processors. But the Nintendo 64 certainly isn't going to be left at the starting line without any racing titles. One of the first such games for the 64-Bit system (besides the much-anticipated Super Mario Kart R) is Top Gear Rally, due out the first quarter of 1997.

Top Gear Rally is an on- and off-road racing game that is reminiscent of Sega

enhancing features. For instance, mud from wet roads cakes on the car's windshield and is cleared away by quick swipes of the windshield wipers. Also, rain and snow whip against the car's windshield and nearly

RD





Rally and Namco's Dirt Dash. Players race around the tracks in at least three vehicles (more will be added): a Porsche, a Supra and a Toyota 4x4. The cars zip around the tracks in different weather conditions, and these conditions high-light some of the game's realism-

23 315 4

ruin the driver's visibility.

Two players can race against each other in Top Gear Rally. The Two-player Mode is handled in split-screen fashion. Thanks to the N64's powerful processor, the game doesn't slow down or lose detail when two players compete.

Besides the standard one- and twoplayer races, a Battle Mode is also planned for the game. This mode will no doubt remind players of Super Mario Kart's combat-ridden stages.

Top Gear Rally is still far from complete, and Kemco, the game's developer, is working on hidden tracks and cars. Look for more info on this next-gen racer in future issues of EGM.





## Viere Combat

taged in the 25th century, an alientrace has retaliated against the Earth for contaminating their planets, and therefore, caused the Earth to flight back in response. Inspired by VCS Combat from Atari, Software Creations 64-Meg virion—titled Ultra Combat—features a similar theme as the original. Many of the same vehicles of destruction have been included in this new N64 virion including tanks and helicopters for the players to control. Up to four players can



battle at once in the arenas, and each gamer can select a custom special weapon to use against his/her opponents. The game is also designed to allow players to select different vehicles for a single round of combat. While playing, combatants get the feeling of a network game on the N64, making play fun and exciting as they hunt down each other in a so-called friendly get-together.

u-On-Pa is a new style of puzzle game. Its gameplay challenges players to erase the six colored surfaces on the outside of the shape by matching them with the correct color underneath. For instance, a red panel would light up on the shape, and the player would have to respond by rotating the block in the proper direction to match it on the red square located on the ground. Another colored surface will then be highlighted and the process is repeated until the the six colors have been eliminated, Cu-On-Pa also features a Practice

Mode that allows players to work on their playing ability as well as their speed. Currently there are over 100 stages in the Normal Mode and an additional 100 in the Puzzle Mode. Clearly Cui-On-Pa is more than just a run-of-the-mill puzzle

run-of-the-mill puzzle game. It involves a lot of thinking as well as planned strategy to figure out the proper direction to rotate the shape.



The beginning puzzles are simple, but they progress quickly to being more difficult.



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n August, Sega will be releasing a game that it hopes will provide the Saturn with the same magic (sales magic, that is) that Sonic the Hedgehog provided for the Genesis: NiGHTS. Created by the same development team that brought us Sonic, NiGHTS is their newest "3-D" flight/action title that will draw the attention of many.

The Saturn is facing tough competition on all sides from the Sony PlayStation and Nintendo 64. Sega needed a game that will be their killer app of killer apps—a game that will cause such excitement and such a following that Saturns will be rolling off the store shelves and into consumers' waiting hands.

So they looked to Yuji Naka and the rest of the Japan-based Sonic Team, the



original designers of Sonic 1-3 and Sonic and Knuckles. All were great hits for the 16-Bit Genesis, and all can arguably be called (along with some EA Sports titles) the games that put the Genesis on the map of success.

Now that the game is finished, Sega will wait with nervous anticipation to see

how well the public will receive it. Why nervousness? Well, it will be one of the top two games (the other being Sonic Extreme) in 1996 in which Sega will be investing very heavily. Marketing, PR,

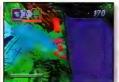
print ads, television commercials...you will see it all. They are really counting on this game's success.

You couldn't tell this by Sega's outward appearance, however. They are showing complete confidence in the product. A press release by Sega stated that when NiGHTS was first unveiled, it was

a "nightmare on Sony Street and bedtime for Mario's N64." Of course, it is not uncharacteristic for Sega to attack its competitors (as the other guys do to Sega), but an outright challenge to the new 3-D 64-Bit Mario? Well...Nintendo and all the other game players who played both games might tell Sega something different.

Tom Kalinske, president and CEO of Sega of America, isn't worried one bit. He once said, "NiGHTS is like nothing anyone has ever seen before on the Sega Saturn or any other next-generation platform. We









are completely convinced that this title will do for the Sega Saturn what Sonic the Hedgehog did for the Genesis." That should bring joy to their Japanese stockholders' lives, but will the game live up to expectations?

The graphics and music are definitely not in question. NiGHTS showcases gorgeous and detailed scenery. The backgrounds are a bundle of bright colors. The levels are as imaginative as they are fascinating. Throughout the game, your sense of reality will be suspended as you fly around the dream-like environment backed by centle and soothing tunes.

Although the worlds are vast and look three-dimensional, you'll find that you can only fly in two dimensions. Most of the time, you'll be flying on a track in a flat plane of some sort. It may be a top-down view, or more commonly, a side view. Sometimes, the levels will switch to a forward-scrolling motion, but you'll never find yourself flying in total freedom.

This was done on purpose, as the creators wanted the emphasis placed on gameplay and speed, not flashy 3-D open space. The general thought was that creating a high-speed platform-style game in an open space would be disorienting to the player and detract from gameplay. The designers, therefore, concentrated their efforts in making sure the flight was as smooth and realistic as possible. To aid with this task, a special 3-D analog controller (see sidebar) will be bundled with NiGHTS for a precision feel. The only time you'll find real 3-D play, however, is when you lose the power of flight and find yourself hoofing around by



foot. Only then will you find total freedom to move around the large worlds.

So how exactly is it that children are flying around in a dream world? The story starts out when Elliot and Claris return to their own homes to retire for the evening. A creature called a Nightopian escapes from the world of Nightopia, the realm where dreams are dreamt. This Nightopian explains to the two

children that an evil being named Wickeran the Wicked is in the process of stealing precious dream energy from sleeping humans to gain the power needed to leave the subconscious and enter the world of the waking. He's obviously up to no good and must be stopped. Enter

the two kids.

Both Elliot and Claris have separate levels (four each) to play, When you pick one character, you will enter his or her first respective dream world as that person. Upon arrival, enemies will immediately swoop down and steal four out of five of your dream energies. The fifth is the dream energy of Bravery, which is represented by a red ball called an Ideya. This Ideya will give you the power of NiGHTS, an aerial acrobat. Your job is to use this ability to retake your other four Ideyas (Purity, Wisdom, Hope

and Intelligence).

The stolen Ideyas are placed in the Wizeman's contraptions called the Ideya Captures. You can call upon NiGHTS to fly around and capture blue chips, which are the keys to unlocking these Captures. These chips, and all other items, can be gathered by running into or looping around them (called paralooping). If you gather 20 chips, you can bring them to the Capture to get your Ideya

back. Bring the Ideya back to the beginning of the stage, and you can start on the next track to retrieve the next stolen Ideya. Once you are back in possession of all five, you have finished the stage and will face a Boss monster.

These Bosses are all products of some pretty twisted imaginations. They all have to be defeated in a different and unique way. For example, one Boss is a fat opera singer named Puffy. You must bounce her around a tunnel, smashing her through weakened walls. If you can send her all the way to the end, you have sent her to her demise. After defeating the Bosses,



















## DREAM INTERPRETERS

Although NiGHTS was originally developed in the Land of the Rising Sun, much work must be put into bringing the title, overseas. That's why we spoke to Steve Hutchins, Segas producer of NiGHTS of the U.S. side and Terry Tang, Sega of America's PR spokesperson. They answered some of our questions about NiGHTS and gave us their thoughts on Nintendo and Sony.

#### EGM: What is your role as a producer on the U.S. side of things?

Mr. Hutchins: My responsibilities were to work with the design team in Japan to ensure that the game's design was internationalized properly for the U.S. market. That involves a lot of small details like text translation and small changes in the interface that were not only text and graphically based, but culturally based, i created the U.S. master [of NiGHTS].

## EGM: Why was it decided to make NIGHTS mainly a two-dimensional game and not a three-dimensional game?

Mr. Hutchins: Giving a full 3-D freedom in a completely wide open world can be counter-productive. We wanted to focus players' attention on the gameplay features rather than just the openness of flight:

#### EGM. But then you have games like PilotWings 64 that feature both gameplay and openness of flight.

Mr. Hutchins: The whole object of PilotWings is to be a flight simulator. The NiGHTS feeling is not totally based on flight

totally based on flight but on the exploration and interaction with the unusual environments. It's not a flight sim, it just has this flight element that is extremely important to the game.

#### EGMt Is the Satum capable of making NiGHTS a completely 3-D game? Mr. Hutchins: Totally, espe-

Mr. Hutchins: lotally, especially with its multiple processors. Certainly we all know that the Saturn cannot do some of the effects that were assigned to the Nintendo 64, but a high-end flight simulator could be done on the Saturn.

EGM: Is NIGHTS considered to be one of your killer apps this year?

Mr. Hutchins: Definitely. The importance of this product to us cannot be over-emphasized. It's been designed by our chief game design group in Mr. Iizuka and Mr. Naka. Specifically, the original idea in creating this product was to really take the capabilities of the Saturn to the next level.

### EGM: How do you feel NIGHTS will compete with games like Mario 64 and Crash Bandicoot?

Mr. Hutchins: I think it will compare very favorably. It's what we call a showpiece

product it shows off some technology and effects that have never been seen on the Saturn, Ms. Tang: I don't think there's a reacomparison there. Crash Bandicoot is a regular action/platform title. The only reason Crash Bandicoot is getting the recognition it's getting the securing is because

Sony is trying to make it into a mascot. Obviously you know, that it didn't really fly an E'. Hopefully you'll agree, NiGHTS is stars, above Crash Bandicoot in terms of innovation. For Mario, he looks absolutely gorgeous—I don't think we can deny that. We have full respect for Nintendo, but NiGHTS is very different from Mario. Mario has big, bold simple graphics, and there was not a

lot of it on screen. In Screen. In NIGHTS, you've got a lot of action going on Mr. Hutchins. Mario64 was great, but it's exactly what I thought a Mario game would look like in 3-D. It's a rehash of the old 2-D.

the old 2-D Mario, whereas NIGHTS is completely original.

#### EGM: What are your marketing strategies for NiGHTS?

Ms. Tang: First, it's PR. We'll have print and television ads that will run in August. There will be promotions and a lot more. Let's just

say that there are two main titles this year for us which we are sinking a lot of dollars. in\_millions of dollars\_multimillions. That's NiGHTS and Sonic [Extreme].

## EGM: How will a lack of name recognition affect NIGHTS? For example, Sonic Extreme is guaranteed at least a small level of success just because it's Sonic.

Mr. Hutchins: It just means we'll have to have that much better of a Sega commercial and spend that much more dollars on TV advertising. We are willing

to do it, because once people see this they'll be lining up to buy NiGHTS

#### EGM: Is the game too short with only eight levels? Mr. Hutchins: The

object is not to complete the game quickly. You are not going to see some of the interesting things if you do not



### EGM: But what about the people out there who just want to get straight through to the finish?

Mr. Hutchins: There are two schools of thought for game design. There's the person who designs the game really hard so that it's a big challenge just to get through it. On the other hand, you can design a game where you concentrate on the interaction and the fun, not so much the completion. We want you to enjoy NIGHTS. Again, you won't even see the end levels unless you get a high enough grade.

## EGM. Was the analog controller made for NIGHTS, or was NIGHTS created to fill a need to make a game for that controller? Basically, what came first the game or its controller?

Mr. Hutchins: A while ago, before NiGHTS, there was thought that there would be a need for an analog controller. However, the game came first, It was through NiGHTS early prototype stages that it was realized that using a digital pad was not the way to go. So the hardware department was kicked into high gear. The control pad was definitely designed with NiGHTS needs in mind, but we don't look at it as only a NiGHTS controller.





you then travel to new dream worlds.

Besides the one-player game, an interesting Two-player Mode is included. Dogfighting takes on new meaning as the two players (one plays the role of NiGHTS, the other Reala, a dark counterpart of NiGHTS) duke it out in dreamworld. To "kill" the opponent, you must either run into him at

112 23950



top speed or successfully paraloop (again, perform an aerial loop around) him.

The Sonic Team wanted players to take a different approach to beating the game. It had an appeal for those who aren't heavy gamers and want to zip through to the end. Anyone can do this, though you'll find yourself playing a

found in the game include a hidden track on each level. For example, on one particular stage, there is a water fountain. By sitting on it, you'll be launched onto a brand-new secret track. Also, each character's fourth level can only be accessed by getting C's or better in his/her first three levels. If you can manage straight A's, you can be witness to a bonus ending. Perhaps school teachers can learn something from NiGHTS on how to motivate students to get better grades.

It will be interesting to see how Sega will be making the public aware of the game. It's a new formula with new characters that lacks the name recognition other 32- and 64-Bit mascots enjoy. Marketing NiGHTS will be as important as it will be

ortant as it will be challenging for Sega.

For a detailed strategy session on this enchanting game, you can look to a future issue of EGM\* for help and cool tips. As well, you can get the Review Crew's comments on NIGHTS in this issue of EGM.



very short game. Everyone else who wants to see everything NiGHTS has to offer has to shoot for a high score (see sidebar Making the Grade). At the end of each stage, you'll be given a letter grade of A-F that indicates how well and how fast you finished each level. It's rather difficult to get all A's, but the game was designed like that intentionally. The creators were hoping to add more replay value by forcing players to keep aiming for higher and higher grades to see some of the secrets in the game. Will this formula work? For Sega's sake. it had better. Otherwise NiGHTS will be a short ride.

Some of those secrets that can be



## MAKING THE GRADE

The point of NiGHTG is not to rush to the end of the stage as quickly as possible. It's to score as high as possible. For both Elliot and Claris, each of his/her fourth levels are only accessible by receiving straight Cs (they're obviously not high achievers) through their first three levels. You can even see a bonus ending if you get all As (good luck—it's probably easier to get those at: Yale than it is in NiGHTS). So here's Professor EGM's quick glance at what gest youther points for the grades you want.



Gold Chips: Blue chips turn into gold chips after you first get your Ideya back. Collect these for extra points.



Star Chips: simple, 10 points apiece



Rings: 10 points each for flying through them



Power Loop: Pass through an orange-and blue ring, and you'll get a yellow streamen it's a pretty sight, and doing a variety of loops with it will earn you bonus points

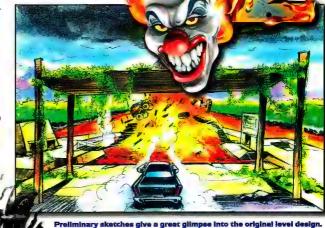




bag ties and the creative mind of Stephen King may come to mind. But what else is twisted? If a car was going 80 miles per hour and smacked into another car going that fast head-on, the metal of the cars just might twist a little. A bit of an understatement? We think so.

Twisted Metal 2 is nearing completion, and we have played an early version of what very well could be even more fun and impressive than the first. That's to be expected, considering all of the carnage that has already been added to the sequel and all of the other goodies that'll be in the finished product.

EGM recently had an opportunity to



Preliminary skatches give a great glimpse into the original level design.

Comparing these to the finished game is an interesting concept.

see first-hand what Twisted Metal 2 is all about. We saw preliminary sketches, renders and other delicious unspeakables that made us drool in the worst way. Can anything else be expected of Single Trac Entertainment Technologies Inc.? Gamers have already played their wildly popular titles before-namely the first Twisted Metal and Warhawk. EGM gave Twisted Metal game of the year! What more needs to be said?

Not bad considering Single Trac started

out in the dining room of Todd Kelly, now CFO at Single Trac. "We've had a great time doing this-starting small and growing," said Michael Ryder, president of Single Trac, talking about the development and roots of the company.

Since Twisted Metal was so popular, there was a demand for a sequel, and now that Single Trac is bigger, the schedule isn't as cramped as before. Twisted Metal was completed in nine months which is a very aggressive approach for a game like that, according to Ryder, Single Trac has a full 16 months for Twisted Metal 2. Since they have twice as long, will the sequel be twice as good as the first? Though it's still in the middle of production, let's just say so far, so good.

Remember, since the game is still in development, any info can change, but at press time all of the information in this feature is correct.

What makes the sequel different from the first? Geez, where should we start? Scott Cambell, executive producer, says. "It's like the first Twisted Metal on steroids." First, there are 12 characters to choose from instead of 10. Plus, there has been rumors of possible hidden characters in the game. Second, the game is on a worldwide scale instead of one city and its nearby areas. We're talking New York, Hong Kong, Paris, Moscow, the ruins of L.A. and a few other locations that haven't been paired with actual cities yet. Those include a volcano/lava pit, an iceberg that is constantly crumbling and probably one or two other wicked areas.

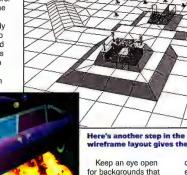








The 12 characters are as follows: there's Roadkill from the first TM. He's in the same type of junkyard car but with some modifications. Mr. Grimm is back in his cycle of death, complete with rockets and the whole sha-BANG! (His special attack is probably the most powerful.) There's Bruise, the new driver for the lowridin' car known as Thumper from before. Mike and Stew, two teenagers, drive the monster truck. A woman, whose name has yet to be determined, drives an Indy car. Crista Sparks drives the souped-up dune buggy. A stereotypical "Hollywood guy" drives the sports car. Simon drives the ever-deadly bulldozer that picks up cars with its lift and either slams or throws them. (What fun!) Axel, the man



Here's another step in the preliminary design of a level. The wireframe layout gives the artists and designers the dimensions.

fused to two wheels, has added guns and rockets to make things more fun. There's also Mortimor, who's aptly named considering he drives a hearse. (His car is pictured above.) Others include an outlaw and an army commander.

Each of the characters has his/her own unique special weapon-some are more powerful than others, while others are easier to use. There are weapon power-ups to give gamers a better edge. Bombs, rockets and napalm always make things a little easier when all else fails. There are over six weapon power-ups that can be found. Besides the regular weapons, players can perform controller "combos" to activate other special moves like freeze attacks and energy shields. These are done by Up. Up, Down, Down moves or other Street Fighter-type moves. By figuring these out, gamers will last longer in a level or prolong the agony of their opponents as they freeze them then wait for them to thaw before they load a few missiles up their exhaust. Another special move enables a gamer to jump from a stationary or moving position. This way, hidden areas are no longer unreachable.

Keep an eye open for backgrounds that are destructible. By blowing up a wall here or a monument there, power-ups

become reachable. For instance, in Paris, by planting a bomb under the Eiffel Tower—when it blows up the Tower falls over—and creates a road leading to a power-up or two.

There are also teleporters in areas that lead to power-ups. Keep an eye out for these scattered throughout the levels.

This time the characters have more personality and more of a background. The evil Calypso is behind the sadistic Twisted Metal tournament. The 12 characters have been chosen to compete in a worldwide destruction derby. Whoever wins is granted a wish—whether it turns out to be what
they really want or not. Each character's
ending is done in an animated cinema,
but unlike the average rendered cinema,
Twisted Metal 2 takes the idea of a cinema to a different level. Employing the services and talent of Unlikely Films, the
character endings are sure to be a shock,
like the sequence below.

So many times sequels pop up but they're nothing special. Some are just like the first game, with just a few additions and a "2" slapped after the title. For \$65, this can get annoying quickly. However, Single Trac has made a game that's not just another sequel. This time it's everything the first one was and much more.



Finally...the finished product: The lava level as seen by the gamer.



Players can pick and choose what car works best in what level.









## SATURN



## Behind The Screens

Chain Combos were eliminated in favor of Custom Combos. Why? Players considered Chain Combos too cheap. Well, many new players are calling the new Custom Combos chaps as well.



## ALPHA 2



#### The Best 2-D Fighter On The Market?

ou can't argue with the success of the Street Fighter dynasty. Although many people may complain that Capcom has trouble with counting (namely, to three), all of their Street Fighter games enjoyed small fortunes in the arcade and in home console systems.

Street Fighter II popularized the one-on-one fighting scene. (It is not the original; many similar games like Karate Champ existed long before SF2, but never caught on in the same wildfire-like fashion.)
Countless rip-offs spawned out of that popularity, including some from Capcom themselves. Everyone wanted a piece of the pie; some companies (i.e., Data East) were even sued for copying the Street Fighter formula too closely.

Many Street Fighter II games came out, each improving on the old (with possibly the exception of SF: the Movie). The Street Fighter Alpha series (SF Zero in Japan) is another improvement yet in the gameplay department, but is supposed to take place, story time-wise.



before SF2 and after SF1.

The new features in SFA2's gameplay take almost everything found in the previous titles and slap them together in what can be considered the best single Street Fighter yet.

So what did the Alpha series introduce? New characters. Some were alluded to in previous installments, like Guile's friend Charlie (or Nash, as he's known in Japan). Others are completely new righters invented for the game, like Rose.

Also new in a way are the Super Combos. They were seen in Super SF2 Turbo, but



Dan gets to wear the...ahem... least masculine colors of all.



this time, each character has two to four Supers that can be charged up to three different levels. Each increasing level can do more hits and damage, of course.

Alpha Counters are the one set of features that added the most technique to the game. This simple move will allow you to get in free attacks if you successfully block an



RELEASE DATE DIFFICULTY
October Adjustable
PUBLISHER %DOK
Capcom 50%
THEME PLAYERS SIZE
Fighting 1 or 2 CD-ROM



All of the characters that were in the original Street Fighter Alpha will retain all of their multihitting Super Combos in this sequel.



It's too bad indian culture gets represented by this freak show.







many a time. Street Fighter Alpha 2 includes all of that and offers the addition of even more

can turn the tide of a battle offer; the Indian Dhalsim and the Russian Zangief, both of whom were "original" Street Fighter II veterans and a secret character named Evil unique players. In total, SFA2 Ryu. Players will also be able



The Dragon Punch remains one



### Behind The Screens These preliminary demos of Street Fighter Alpha 2 show that the PlayStation version seems almost identical to the Saturn version. Minor variations could be found

between the two systems' original SFA, which led to vocal arguments by the respective system owners as to who had the better version. It looks like this time around, the only difference will be whose controller you'll be playing the game with.









### Capcom has trouble counting (namely, to three)...

will have 19 characters. This is six more than SFA's original 10 (plus three hidden) characters. The new six characters are Gen, an old man who can switch fighting styles between crane and mantis martial arts: Rolento, a combo-crazy soldier armed with a staff and

Street Fighter: The Movie arcade game.

to access Street Fighter II: Champion Edition versions of Zangief and Dhalsim.

Besides the new lineup, the primary new feature that Street Fighter Alpha 2 offers that no predecessor has before is the new Custom Combo feature. This cheap

system replaces the even cheaper Chain Combo system in SFA. Basically, when your fighter's combo meter fills up, you can press a combination of three buttons (either two Punches and a Kick, or two Kicks and a Punch) that will start a timer. This timer



indicates how long you can perform your Custom Combo; the higher the level on your meter, the longer the timer will go. During this time, your character will have shadows trailing. All moves will be automatically linked together and hit sequentially, if not blocked. So you can shoot 10 fireballs in a row, or just Roundhouse Kick as often as time allows, Flashy? Definitely, Cheap? You can say that, but it's still fun.

Street Fighter Alpha 2 may be the last of the great 2-D fighters by Capcom. The gaming industry is moving toward the rendered 3-D world of polygons for realism in fighting games, and Capcom is already headed in that direction with Star Gladiator, Will this be their last 2-D hurrah? We'll have to wait for Street Fighter III to see.





## DRAGON'S LAIR 2 The Daring Dirk Returns

t was a game that featured nothing but sequence after sequence of barely interactive full-motion video, and-surprisingly by today's standards-everybody lined up to play it. But then, it was Dragon's Lair, the richly animated grand-daddy of all FMV games and a revolutionary play experience for its time.

The game's success in the early '80s was followed by a deluge of often nicely animated but nearly always dull clones, It's not surprising, then, that many arcade-goers missed Dragon's Lair 2 when it hit the arcades nearly a decade after the original. when interest in FMV arcade games was quickly on the wane. Now Saturn owners will have a second chance to play the sequel to Dragon's Lair, courtesy of ReadySoft, which is developing Dragon's Lair 2 for Sega's 32-Bit system.

The game's story continues right where the original's left off. Players still play the role of Dirk the Daring, Dragon's Lair's clumsy heroic star. Dirk seems to have settled into domestic bliss after he rescued Princess Daphne from the scaly clutches of Singe the Dragon in the first game. But he doesn't' get to sit around, spending quality time with his kids for long.

Daphne has been captured again, this time by an evil wizard named Mordroc, who's keen on marrying the princess. Dirk has no choice but to dust off his sword and re-rescue Daphne. If he doesn't, he'll be flattened by his rather large mother-in-law, who's none too happy to have her daughter kidnapped a second time.

Dirk's quest isn't limited to the dank insides of the first



The time machine is found early in the game—in Singe the Dragon's treasure room. The machine is possessed and talks to Dirk.

game's dingy castle. During the game, he'll stumble upon a time machine that will transport him to eight distinct play environments. He'll meet an overweight, love-starved Eve in the Garden of Even, take to

the skies on pterodactyl wings in prehistoric times, confront Mordroc in his fortress and scamper through other lost-intime locales during his pursuit for Daphne. As in the first game, success depends on whether gamers can guide Dirk in the right direction at the right time.

Dragon's Lair 2 features the



ReadySoft assures the finished game won't be so grainy.



Fans of the first game will find familiar locales in the sequel.



The time machine will land Dirk In some bad neighborhoods.

RELEASE DATE DIFFICULTY

August Hard

PUBLISHER % DONE

ReadySoft 60%

THEME PLAYERS SIZE

Adventure 1 CD-ROM





same excellent animation that lured so many gamers to the first game. That's because all of its scenes were drawn by the same artist-ex-Disney animator Don Bluth-who created the original's visuals. Dragon's Lair 2's artists spent three years working on the game prior to its arcade release in 1991.

While Dragon's Lair 2's animation looks as good as the first game's, its gameplay is a different story. The first Dragon's Lair featured simple play mechanics-even for a FMV game, Dirk would wander into a room, deal with whatever monsters or traps dwelled within then move on to the next room. Each of these adventures was unrelated to the one before it, turning the game



Dragon's Lair 2 demands near-perfect timing, so players will probably see most of the game's often gruesome death seque

into a rapid-fire collection of unrelated action sequences.

Dragon's Lair 2, on the other hand, has Dirk hauling butt through a mostly continuous environment. Each close call leads to another dangerous situation, and all the action sequences feed into each other. For example, the game's first few minutes follow Dirk from his forest home through the woods to the gates of Singe's castle, while he dodges the near hits from his rolling-pin-wielding mother-in-law. She chases him into the castle, where

Dirk eventually makes his way to the treasure room and the time machine.

This natural progression

through the game's story line doesn't make the game any more interactive than the original. It just goes to show that Dragon's Lair 2's developers put more thought into the game's plot than they did when they created the



ReadySoft is a 9-year-old company that has made a name for itself by converting the arcade's Dragon's Lair and Space Ace games to the PC and console formats. EGM talked to David Foster. ReadySoft's president, about Dragon's Lair and FMV games in general.

EGM: How close is the Saturn version's story and animation to those of the arcade original?

DF: I would say we're verging on 100 percent authenticity to the arcade. Certainly all the content of the game that was in the arcade will be in the release version. We actually have an arcade machine in house, so we can see all the moves and the objects and game flow in terms of where you restart and what it takes to complete the game.

complete the game.

EGM: Dragon's Lair may
have started the whole
FMV-game craze, but don'tyou think gamers are
getting tired of that type

DF: I think Dragon's Lair is a timeless classic, but I think by virtue of being Dragon's Lair, it steps up from the crowd. I think people moving forward with FMV games certainly need to craft them differently from what has been done in the past. When we're dealing with Dragon's Lair or Space Ace, though, we're dealing with classics, so there's as much a nostalgia component to it as there is the actual gameplay itself.



## EGM: What other atum releases is eadySoft readying?

DF: We are planning, although I'm not sure of the other Dragon's Lair products to the Saturn. That includes the original Dragon's Lair and Space Ace.



In Dragon's Lair 2, Dirk the Daring still wields the same sword that saved his butt so many times in the first game, but now he can also nab extra items for use later in his adventure. Each area and time period has a different item—or collection of items—that Dirk can grab. For instance, when Dirk wanders through Singe's castle early in the game, the bow and arrow flash above him. If players react fast enough with the joypad, they can grab these items. They'll also come across an egg in the prehistoric level, a playing card in Looking Glass Land and other bizarre items in later locales. Players don't need to collect all these items to beat Dragon's Lair 2, but they'll get the best ending if they grab everything.





## down view is close to





Multiball bonuses get wild, filling the table with up to 10 balls.



## Behind The

Each of True Pinball's four tables is loaded with Bonus Modes, and firing up one of these modes isn't too difficult (it usually involves shooting the ball onto a ramp a certain amount of times). Perhaps the easiest bonus game to get into is Country Mode, which can



be accessed on the table titled Vikings: The Tales

To start this mode, hit the ball trap located in the top center of the table. Once you sink the ball, the digital screen displays which country the vikings will pillage. If it shows Italy, you'll have to bounce your ball off the bumpers to make the Viking on the digital screen fend off an attacker. If the screen shows England, you'll have to shoot the ball up the ramps to knock knights off their horses as they appear on the digital screen.

But if the screen shows that you're going sailing rather than attacking a country, action on the table



halts. The Sailing Mode is played entirely on the digital screen, with you using the flipper controls to guide your ship between rocks to pick up bonus items. If you pick up all the items, you'll earn an extra ball.

DIFFICULTY RELEASE DATE July Moderate

PUBLISHER % DONE Ocean

THEME PLAYERS SIZE Pinball 1-8 CD-RON

## True INBALL

So Real You'll Feel Every Tilt Of The Table

reating a video game version of pinball can be every bit as difficult as designing an accurate racing or flight simulator. After all, the game's developers have to worry about gravity, deflection and every other law of physics needed to get a little silver ball to roll and bounce around an obstacle-ridden environment.

The developers of Ocean's True Pinball claim they have created the most accurate simulation of pinball available. This authentic pinball action takes place on four tables: Law and Justice, which

### "The game is authentic enough to make a pinball wizard out of anyone."

features an urban motif; Vikings: The Tales, which has you pillaging countries pinball style; Extreme Sports, sort of a table-top version of ESPN2's most dangerous games and Babewatch, which-not surprisinglyfeatures a table adorned with bikini-clad women.

The tables are rendered and can be viewed from two different angles-a top-down view

and the more traditional straight-on view, which lets you see more of the playing field. Each table is loaded with all the ramps, bumpers. chutes, lights and bonus features found in modern pinball machines. The tables can be nudged, too-although they won't take much abuse before they tilt. Each game supports multiball play, allowing as many as 10 balls to be bounced around at once. True Pinball lets up to eight players compete against each other in pinball tournaments. The game also offers a great way for pinball newbies to practice at home. It is authentic enough to make a pinball wizard out of anyone.



Bonus games are played on each table's digital screen. The screens sport the same crude graphics as those on real pinball machines.



Knock the table around too much and you'll regret it.

COORS FIELD.

THE WIND BLOWING LEFT, AND YOUR BUDDY'S HANGING CURVE LOOKS

THIS

BIG.

ABOUT

Grapefruit. Just hanging there for you to swat like a big round piñata. You might not get this chance again. After all, it's Coors Field," where the air is your friend. And who knows, your next game will probably be at Tiger Stadium, where the outfield is so deep you have to change area codes to call back to the bullpen. In fact,

World Series Baseball<sup>FM</sup> II has all 28 Major League' ballparks, replicated in 3-D detail so accurate you can practically see



the peanut shells in general admission. Not to mention all the teams, players, rosters, stats, ratings - heck, even

> their photos as they're announced at the plate. It's all here. Along with five different ballpark perspectives, off-the-bat

camera angles, CD stereo sound. You know, icing on the cake stuff that makes World Series Baseball II so real, you expect to see commercials between innings. But you

won't. Thank goodness.

For more info, visit Sega's web site at http://www.sega.com or on Compuserve at GO SEGA.



World Series Baseball" IL Also available on Genesis as World Series Baseball" '96.

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## Lara Croft And The Temples Of Doom

here's something familiar about Eidos Interactive's 3-D adventure game Tomb Raiders-and it isn't just the game's obvious use of themes from the Indiana Jones films, After all, those flicks influenced scores of games (just look at the rolling-boulder stages of Crash Bandicoot).

It's Tomb Raiders' gameplay and play environment that strike a familiar chord. The game takes place in a 3-D world, through which your character runs, jumps and swims while a thirdperson, behind-the-hero



Lara must watch her ste Raiders is packed with traps.

perspective follows the action. Sounds a bit like a certain next-generation game starring a popular plumber mascot, heh? Whether Tomb Raiders' developers planned it or not (and they say they didn't), their game has much in

common with Super Mario 64. Sure, Tomb Raiders'

star-Lara Croft, a lithe and lean Linda Hamilton-esque hero-may bear little resemblance to Nintendo's pudgy protagonist, but she goes through the game doing many of the same things that keep Mario busy in his 64-Bit adventure. Like Mario, Lara can leap in all directions and grab onto ledges in mid-air. She goes on submerged excursions through underwater tunnels

(Mario takes a dip or two himself in his game, too). Above all. Tomb Raiders, like Super Mario 64, is a game of exploration...a game in which examining each level's nooks and

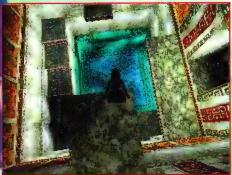


## Jamer's Edge

Lara's fancy footwork will only help her through the game if she looks before she leaps and aims her jumps. Fortunately, the camera angle can be rotated to look all around Lara, so players can pick a likely landing place for her more difficult leaps. Lara can also take tiny steps to adjust her takeoff point. These herself in a high-ceiling room filled with consecutively higher platforms that jut from the

walls. To reach the top-most platform, players will have to use several different types of jumps, such as running leaps and sideways flips. For example. only a sideways flip will launch Lara to the first platform, while a regular forward leap will send her across the chasm-like gap between the room's two highest platforms.





omb Raiders' swiveling camera angle lets you peer at whatev Lara is seeing. This feature makes for some dizzying perspective

## <del>l</del>amer

Few video game characters are as nimble as Lara Craft, Tomb Raiders' buff and acrobatic hero. Not only can she jump forward and straight up in the air, she can also flip backward and to either side-stunts that make Olympic gymnasts look like stumbling drunks.

It's a good thing Lara's so quick on her feet. Since most of the beasts in Tomb Raiders stalk Lara on foot, she can use her leaping abilities to outmaneuver and escape them. For instance, when the pack of wolves attacks Lara in the first level, she can avoid their nashing teeth simply by leaping and staying airborne as much as possible until she's clear of the horde.

Yet just because Lara is in the air doesn't mean she's defenseless; she can draw her twin pistols in mid-flip and blow away a few of the hungry critters even before her feet hit the ground. This shoot-while-you-leap will dispatch many of the game's weaker enemies.



crannies can be as much fun as slaying monsters or beating a Boss.

Of course, Tomb Raiders is by no means identical to Super Mario 64. For starters, Lara doesn't do away with enemies by pouncing on their heads. Rather, she carries two pistols that she wields Reservoir Dogs-style, one in each hand. She starts the game with meager .22 semi-automatic handguns, but as she explores the game's huge environment, she'll come across an arsenal of additional weapons.

She'll need the extra armament. Tomb Raiders' various environments are infested with



Underwater caves are among Tomb Raiders' most graphically impressive locations. Gawk too long, though, and you'll suffocate.

## "Lara's adventure spans the globe and takes her through four huge levels."



Leaping won't get Lara everywhere. Luckity, she can climb.

wolf packs, grizzly bears, biomechanical robots, womaneating sharks and other beasts that would never set a clawed foot in a Mario game.

But Lara will have to use brains as well as big guns to get through her adventure. Since Tomb Raiders' plot borrows heavily from the celluloid exploits of Indy Jones, the game is laden with numerous traps and puzzles that Lara will have to overcome as she searches for the three pieces of the Atlantean Scion, Lara's main goal in the

game is to find this ancient artifact. which lies at the center of the mystery surrounding what happened to the lost city of Atlantis.

As Lara progresses through her quest, she'll discover the secret of Atlantis' fate, the true power



Lara Croft could beat the crap out of most game characters.

of the Scion and the reason she was hired to seek the artifact by a mysterious and sultry businesswoman named Jaqueline Natla. The game's story is told through both the levels them-

selves and lengthy rendered cinemas that play before





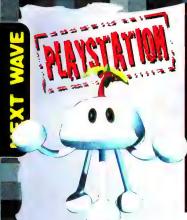
her through four huge levels. She starts the game in Peru, deep underground in the ruins of an Incan civilization. Here she'll battle wolves. clamber up sheer cliffsides and explore an ancient. trap-laden temple. Lara will also leap and battle her way through Roman and Egyptian ruins, eventually ending up in Atlantis itself. Players can get a better look at these environments by swiveling the camera's perspective, which usually follows about 10 feet behind Lara and peers over her muscular shoulders.

Tomb Raiders is still fairly early in development, but it looks like it will pack more than enough action and adventure to keep gamers exploring its ancient ruins for a long time. EGM will have expanded coverage of this promising title in the near future, so stay tuned!



THEME PLAYERS SIZE Adventure I CD-ROM

Eidos Interactive



## Gamer's

The Bosses in JFI 2 are much like the first installment, but if some gamers out there have never played through the first, here's a quick run-through on a general way to approach and fight a Boss. Although the Bosses look different, they are similar in



the way they attack. They move around a bit, sit still, shoot something at Robbit, move around some more, shoot at Robbit in a different way and the cycle continues. As simple as it sounds, things can get a little tricky when your power meter is rundown from a tough level. The main thing is to use all resources and avoid a Boss' fire. Robbit can shoot his regular guns and special weapons. Robbit can also jump on a Boss to dish out some damaging blows that way, Look out for Bosses who fire bombs or rockets above them when doing the Pounce attack. Good luck!

## JUMPING FLASH! 2 Do The Hop And Help Robbit Destroy Kabuki

icture a cute, little bunny hopping in the grass on a summer day. Now picture a two-ton mech blasting its way through dozens upon dozens of enemies. Combine them and gamers have what is known as Robbit in Jumping Flash! 2.

Many fans of Robbit should remember him from Jumping Flash! In the first game, his task was to seek out and retrieve a number of Jetpods from a number of levels.

> As cute and cartoony as it was, the mission was clear: Destroy what got in Robbit's way, get the Jetpods and rid the world of Baron Aloha. In Jumping Flash! 2, Robbit returns, but this time



enemies and little Muu Muus.

there's a twist. Instead of Baron Aloha wreaking havoc on the universe, the Baron needs Robbit's help to destroy Captain Kabuki, an evil and mysterious giant who likes to collect pieces of worlds for his personal collection. Gamers won't have to find any Jetpods in the sequel to Jumping Flash! but they will have to find adorable Muu Muus



theme like this Japanese level.

throughout each level in order to advance to the next.

The graphics in the second installment are in the same style of the first with some flat and shaded polygons, a variety of different enemies and big Bosses, each with a huge chip on its shoulder. The sequel features sharper graphics than the first and interesting effects like rain, snow and water,



are no match for Robbit!

Robbit can now go underwater to find his Muu Muus. The first level even has a water slide which Robbit can ride then dive into the pool. The screen gets wavy and bubbly as Robbit falls into the water. The music, like the first one, is fun and playful, fitting this type of game perfectly.

The Bosses, as mentioned, are gigantic. Some include a giant shark, a killer plant and a giant robotic Muu Muu (remember them from the first JF!?). There are three others as well. Captain Kabuki is the final Boss, and as fruity as he can be-he's one mean planetcollectin' giant!

Sony Comp Ent

THEME

DIFFICULTY

CD-ROM

RELEASE DATE Moderate August PUBLISHER

Gamer's Edge

Veteran Jumping Flash! players know this already, but if you're new to the JFI world, here's a simple tip to help you out: Go up! There it is in a nutshell. Since Jumping Flash! 2 is a 3-D environment, it's vital to explore all over in every dimension. Since

you can hold down the top-right button on the control pad to look around, seeing a floating platform way up in the sky shouldn't be a problem. The Medieval level is a good example of going high. In the middle of this particular level is a giant tower with a Muu Muu at the top. By simply walking around, a gamer may not know that he/she can actually jump his/her way to the top of the tower. That's why exploring in all directions is so important. Keep that Robbit hopping



Bonus rounds give gamers a great opportunity to replenish their



## Behind The

EGM recently had the opportunity to talk with Peter Clark, producer of Jumping Flash! 2.

EGM: Why a sequel?

PC: The first Jumping Flash! is a great game. It received various awards and accolades. Plus. it has all of the classic elements of an action game.

EGM: What changes have been made in Jumping Flash! 2?

PC: The graphics are a step up from the original. The jump meter has an added level so now Robbit can go higher than before. There are 12 bonus levels and special medals for completing a level without shooting at all or not killing any enemies. There are 12 levels to play through with the extra worlds and bonus levels. It's much different than the first one., with the underwater and the new enemies. It has all of the cinemas from the Japanese version with dubbed voices. This one adds to the original but it really is its own game.

## EDGE

When you start, walk forward to the steps. Jump up into the pool and check out the water effects. Jump out and continue forward. You'll see the Muu Muu in the distance. Turn left and follow the curving walkway. You'll see another Muu Muu up on a floating island.

A hefty three jump isn't enough to get you up there, so you'll have to use the blower fan to make it to the island above. Right next to the second Muu Muu is a bonus ring. Jump over there for a chance to get some power-ups and extra points.

After this, jump down and go straight all the way to the other side of the level near the water slide. A road leads to a tower where the next Muu Muu is hanging out. Only one more to go.

The last is located directly across from the third one over the water slide up on a floating island. Turn around, go to the ground and walk straight to the exit.



### ...the Baron needs famer's Robbit's help to destroy Captain Kabuki... There are various bonus

There are six worlds to play through. When gamers finish the first six worlds-12 levels and six Bosses-they must face the same six worlds again. This time Baron Aloha and Captain Kabuki are together to stop Robbitthat's gratitude for you! Baron Aloha is controlling Captain Kabuki to make him destroy Robbit once and for all. The second time around the levels are generally the same with only small changes such as weather or season. Players may find hidden 1-Ups that weren't there the first time through.

so players can get extra power-ups, higher scores and maybe even extra Robbits. In one, gamers have to pop all the balloons before the timer runs out. Sounds simple, but with a clock breathing down your neck, things can get pretty tricky. With everything to explore,

rounds in Jumping Flash! 2,

everything to destroy and all of the power-ups to find. Jumping Flash! 2 will keep gamers' attentions even if a cute, mechanized bunny might not be the ideal warrior in PlayStation land.









DI Reautif ree

ometimes all you need to get a job done is to ask politely. Other times you need brute force to get your will across. The

Hulk isn't really good in the

have the physique to scare

conversation area, but he does

stage. To deal with these problems, the Hulk is equipped with the ability to punch and kick his way through the obstacles standing in his way. You can use any of his 20 offensive and defensive moves to keep his power bar fully charged and to protect him from attacks.



the hell out of anyone who stands in his way.

Sometime this fall, gamers will have the chance to play as their favorite green metamorph in the first video game adventure bearing his name. As the Hulk, your mission is to infiltrate the enemy's lair and deal with the countless robots, laser traps, lava pods and hovering enemies as well as miscellaneous switches and activator buttons that will allow for safe passage through the



Avoid a frontal assault on these mobile ground robots.

## "...play as their (your) favorite green metamorph.

The title features levels that seem to have been plucked right from the classic comic-book pages, which gives it a classic feel to a new style of action incorporated into the title.

Play is based in the thirdperson side-scrolling manor that allows your character full movement over any area of the level. There are over 14 actionfilled levels in the title, which incorporate a multilevel range of platforms and staircases in each for a feeling of vertical



Search everywhere in the level for hidden items.

exploration unseen in any pervious title on the market.

Wherever your passion lies, Incredible Hulk has what you want in an action game. No matter if you are looking for an in-depth title to challenge you to the end or just a few levels of action, you can't go wrong with the Hulk.



RELEASE DATE DIFFICULTY November Adiustable PUBLISHER % DONE

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CD-ROM

Eidos Interactive THEME PLAYERS Action

ame



In every action game whether it is a side-scrolling or a 3-D title—there are always hidden power-ups well concealed in the various stages. In Incredible Hulk, there are power-ups within sight from your starting point, and all you need to do is know where they are and how to get to them.

The first group of bonuses can be found on top of the pillars to the left of where your character begins. The only problem is to find a way to get up to their level so your green hero can acquire their powers. After locating the posts where the items are



placed on top of, you'll see the three piles of wooden boxes that are in the same proximity as the destination posts.

To get to them, break a few boxes in the first column and one box in the second. This will allow you to climb vertically using your Jump button and the homemade stair-like protrusions. Once on top, you can easily jump to the tops of its neighboring ports to get the power-ups.

This is an example of what is encountered throughout the level-keep thinking and stay on your toes. If you see unclaimed items, there must be a way to get to them.







ubsy. One of the more recognizable characters in the gaming biz will be jumping on the bandwagon of bringing twodimensional platform games into a third dimension.

Bubsy 3D has been a long time in the waiting. It was one of the first mascot games that was announced for the 32-Bit systems. At that time, the industry was abuzz with

(thanks to its original 16-Bit little brother) that can help it stand out in the masses.

So what is the bobcat up to? It seems that the evil aliens. Woolies, want to take over Earth. Bubsy is the only thing standing in their way. So the Woolies fly to Earth and capture Bubsy as part of their grand plan to invade an obstacle-free planet.

On the way back home, the Woolies crash land on their

they are colorful, though texture mapping was sacrificed in favor of larger 3-D worlds. You can even find a couple of underwater levels, something that seems almost required for a game of this genre, but looks nice anyway.

The game's animation and sounds are reminiscent of a Warner Bros. cartoon. In fact, a news release by Accolade flat-out compares the two.

## The levels are as varied as

The Two-player Mode will be Bubsy 3D's sleeper fea-

At first, player one plays the game as he/she normally would, collecting power-ups, bopping aliens on the head, etc. When player two decides to get in the game (usually after the injtial invulnerable period wears off for player one),



he/she presses and holds designated button. The screen will then split in half Player two will see crosshairs pointed at Bubsy (player one) and will try to shoot him by letting go of the button at the right time. Player one will try to avoid this shot. If the shot hits. then the two players will switch places. Now player two will get his/her chance to run around and collect points while player one sits back and attempts to bean the new Bubsy. Needless to

say, highest score wins. It's a 3-D game of tag. Players will want to stay as Bubsy for as long as possible to score high. A hint of strategy sets in, however, because when the shooter's gun sight is turned on, all the power-ups disappear for the Bubsy player. So, if you see your enemy about to rack up hundreds of points in a big pool of atoms, you can turn on your gun just to prevent him from collecting them. How's that for screwing the opposition?

### "Bubsy 3D is preparing to be released into a sea of hot competition...

excitement over three-dimensional play. Now that the project is nearing completion, Bubsy 3D is preparing to be released into a sea of hot competition, like Mario 64, Sonic Extreme and Crash Bandicoot, Luckily, Bubsy has a bit of name recognition

planet Rayon, freeing Bubsy in the process. The game starts here, as he tries to find a way home. Bubsy's goal is to find enough pieces of a rocket ship and enough fuel (represented by atom symbols) so that he may build his interstellar ride home.

fou will have to jump on the tops to access certain plac



demonstrates his impatience.

Accolade also boasts that. ...Bubsy 3D's creative design and high level of technical innovation will lead the industry." That's a pretty big call to make considering the stiff competition. Will Bubsy 3D retain its popularity and pleasant disposition while facing cute plumbers and hedgehogs? We'll see this fall.

October Easy PUBLISHER % DONE Accolade 609 THEME PLAYERS SIZE Action 1 or 2 CD-ROM

DIFFICULTY

RELEASE DATE

94 EGM



## Crash in Early and Get a Free Alternative Music CD.

Go to your participating retailer before September 9th and reserve your copy of the incredible, soon-tb-be-released Crash Bandicoot."

You'll get a free music CD – a 12 track alternative mix that you won't find anywhere else – while supplies last.







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## Gamer's Edge

No doubt about it: Legacy of Kain is loaded with carnage. However, gamers should restrain themselves from killing every man and beast in the game just to drink the poor victim's blood. The developers have programmed the game so that every violent action can potentially have a negative repercussion. For instance, if you kill everyone in a village just to gorge on their blood, these villagers won't be around later when you need to feed. You should, therefore, only feed on villagers when you rebound meter is low. When you get really hungry, you'll want to avoid using overly powerful spells and weapons to dispatch enemies. Weapons such as the Shuriken and magic attacks such as the Putresce spell may yield spectacular deaths to monsters, but they also leave no remains on which you can feed. Obliterating too many bad guys can quickly lead to starvation.

## Blood Omen: LEGACY OF KAIN Let The Bloodletting Begin

aven't gamers saved enough princesses? Ever since Link rescued Zelda, the save-the-princess plot formula has been beaten into the ground by console role-playing games, while PC RPGs have become famous for delivering much more immersive story lines.

It seems fitting then that Silicon Knights, a company that previously developed PC RPGs only, is creating one of the most epic console RPGs ever—Blood Omen: Legacy of Kain. This PlayStation title, published by Crystal

Dynamics, is expected to offer at least 120 hours of gameplay, and the game's plot is complex—and gory—enough to satisfy even the most die-hard RPG player.

Legacy of Kain is set in the

A band of sword-wielding thugs murders Kain at the beginning of the game, but the hero's adventures are far from over. He winds up in hell, where a powerful necromancer grants Kain the chance

gory game. After he slices open victims with his sword, Kain can chug the blood from their bodies. This blood fills Kain's life meter, which diminishes when the hero is attacked or goes too long

### "This title is expected to offer at least 120 hours of gameplay."

not-so-scenic land of Nosgoth, where peasants huddle in villages for protection from vampires, zombies and other horrors roaming the world. The player controls Kain, an arrogant noble who walks the land in search of glory.

to return to the world of the living and seek vengeance against the murderous mob. Ignoring the consequences of his decision, Kain quickly accepts the offer.

He awakens in a crypt and quickly learns the price of his resurrection: He has become a vampire. Kain spends the rest of the game trying to rid himself of his curse. In the meantime, however, he has to survive just like any other vampire: feeding on the living.

Kain's bloodthirsty quest, therefore, makes for a very between feedings. Kain's blood-draining power is very visible in the game: A stream of the red stuff can be seen flowing from the victim's neck to Kain's mouth every time he tanks up on blood.

But Kain can't go around



Don't feel bad about drinking the blood of these guys. They're the same band of bandits that murdered Kain in the first place.



You can save your game when Kain stumbles upon a crypt.



Blue blood builds up magic, but avoid green blood—it's poison!

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#### Throw away your graph paper; Legacy of Kain's automap feature shows your surroundings. It won't reveal secret areas, however.

sucking the life from every human or monster he sees, since not all blood is healthy for vampires. Undead monsters have black, rancid blood coursing through their rotting veins. This foul fluid will drain Kain's health if he drinks it. Some monsters are full of green blood, a potent poison into which Kain should never dip his fangs. Still other creatures gush blue blood, and this mix replenishes Kain's magic power.

Like in nearly all RPGs, magic is a crucial part of Legacy of Kain. As Kain gains power, he'll be able to conjure up some spectacular—and explosively gory spells. (For instance, one particular spell, the Implode spell, will turn enemies inside out and blow them to bits!) Kain will also discover how to morph into mist and several different animals, such as a bat and a wolf Once he's





#### Kain's bat flights over Nosgoth are shown as rendered cinemas.

a bat, Kain can soar above Nosgoth and take shortcuts over the land's mountains and forests.

While these flights are portrayed through cinemas, and more than 20 minutes' worth of other FMV sequences are scattered throughout the game, most of Legacy of Kain is played in a top-down perspective. As Kain wanders through Nosgoth, he stumbles over special floor panels that trigger audio sequences. These sequences feature dialogue that's spoken while Kain continues his



adventure, so the action is rarely interrupted.

Blood Omen: Legacy of Kain is loaded with swordswinging action. However, it is the game's non-linear plot, which is loaded with everything from demonic hordes to time travel, that will make this PlayStation RPG really stand out.





### Behind The SCREENS

Legacy of Kain is a huge game. It spans an entire world, stars more than 100 characters and features a plot as complex as—and much darker than—any RPG from Souare.

"This game has a big."
rpic feel to it and we don't
think that's ever been done
before on the consoles,"
said Denis Dyack, president
of the game's developer,
Silicon Knights.

Dyack co-wrote the game's story line, a project that began more than two years ago. He drew on many sources for inspiration, but Legacy of Kain's vampire theme was based mainly on the works of novelist Brian Lurnley, who wrote the



Necroscope series of vampire books, and Robert Jordan, a fantasy writer. For the character of Kain himself, however, Dyack turned to an unlikely hero-

one from the Old West.
"We wanted to build Kain
up a lot like the character
from the film The Unforgiven,
where it's really difficult to tell
whether this character's
good or bad." Dyack said.
"Kain might be doing bad
things on the surface, but in
the end he's really trying to
save the world."



He added that the game's plot doesn't become completely clear until the end of Kain's adventure. Even then players can play through the game again to find new meaning to its cinemas.

## Behind The SCREENS

Players won't have to read a word of text to follow Legacy of Kain's story; conversations and narrations in the game are conveyed through digitized speech that's spooled off the CD. This heavy reliance on voice actors may scare games who've come to expect bad acting from console games (look no further than the laughably lousy voice-overs in Resident Evil). Fortunately, Legacy of Kain's developers didn't get cheap when they sought actors to give voice to the game's large cast. They listened to audition tapes sent in by scores of Hollywood voice actors. They then flew to Los Angeles and hired the best of the bunch, including an actor whose voice can be heard in Disneys The Hunchback of Notro Dame. The result of this talent search can be heard in the game, which features hours' worth of well-acted dialogue, all of it delivered in a thick, mood-setting English accent.





PLANSTRIAN

ops you controls ful of

"Gunship drops you behind the controls of a hangarful of helicopters."

## GUNSHIP

### The Most Realistic Console Sim Ever!

light lessons have never been necessary to play console air-combat games. The dogfights and flight mechanics in these Afterburner-inspired "simulators" have always been more arcade-like than true-to-life. Gunship, on the other hand, is a different kind of console flight game. From takeoff to landing, the helicopters you

control in this port of the PC

top-seller act and fight like the real deal—and are nearly as difficult to fly. This high level of realism means that first-time pilots will face a steep learning curve. It also means Gunship is a landmark title for the consoles, since no other game has offered such an accurate simulation of flight combat.

Gunship drops you behind the controls of a hangarful of military helicopters: the

# HELLFIRE BUILDING S. W. OSO E. F.

You don't have to go into combat solo. The other choppers in your unit fight alongside you, or you can send them after distant enemies.

## CHAVALERY SEED CHE!

Sure, you can fly six different helicopters in Gunship and load them with lots of different weapons, but you'll only need one helicopter type—the Apache—to accomplish most missions. The Apache is most capable when it's loaded with eight Hellfire and four Stinger missiles. Stingers knock down airborne targets, while Hellfires destroy everything else—and Hellfires will take out tar-

Helifires will take out targets as far away as six miles. The only downside to Hellfires is that they re laser-guided, so you'll have to keep your Apache—and its laser beam—pointed in the direction of the enemy while the missiles ride the beams to their targets If you drop below a hilliside to avoid a barrage of

return fire, the laser beam will be broken and any airborne Hellfires will miss. Because of their reliance on the laser guidance, therefore, Hellfires will keep you exposed to the enemy longer than less-accurate fire-and-forget weapons, such as rockets. Apache and Super Cobra gunships, the Defender Scout, the Kiowa Warrior, the Blackhawk transport and the state-of-theart Comanche gunship.

Once you create a pilot, you can fly a single helicopter in more than 100 training and regular missions. Your flights take you to two of the world's

more recent hot spots: the Persian Gulf and Central Europe. You'll skim the terrain of these target-rich regions in varying weather and during both day and night missions.

Early sorties are simple search-and-destroy missions or surgical strikes, and success is rewarded with medals and advances in rank.

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Flights through canyons will shield you from enemy fire.

You start the game as a lowly Warrant Officer Candidate, but you can advance all the way to Brigadier General, at which point you're given a cushy desk job.

Reach the rank of Captain and you'll get to fly the Comanche and a more advanced



Apache. These copters carry smarter "smart" weapons and lend more brute force to your battles.

Gunship has a strategic side, also. Once you become a second lieutenant, you can lead as many as five helicopters into battle. While you fly only one copter, you can order the other pilots in your flight to go separate ways and complete their own objectives.

Multihelicopter missions also give you more interesting things to do, such as going on rescue operations or scanning regions with a sensor-equipped Defender Scout.

Your officer ranking also grants access to the game's Campaign Mode, in which



Lens flare is only one of many visual effects in Gunship.

you'll lead your team of pilots through a full-blown war. The outcome of this war depends on how successful you are in each mission, so don't screw up and make Saddam Hussein a happy dictator.

True to real life, your helicopters aren't

all that easy to fly (although you can choose an option that allows for simple-albeit unrealistic-flight control). Unlike fighter planes, helicopters have separate joysticks for controlling flight direction and altitude, and the PlayStation joypad emulates this complex dual-control system. (Unfortunately, the game isn't compatible with Sony's new dual-control analog flight stick.) The D-pad turns your chopper and guides it forward and backward. while the R1 and R2 buttons are used to change altitude. Using these controls in unison takes

some getting used to, but with practice you'll soon be zipping over trees and through valleys like a pro pilot.

Of course, not every gamer wants to deal with all the details of real-life helicopter flight. Fortunately, Gunship offers a Quick Fire game that drops a heavily armed, easy-to-control Apache into the thick of battle. This mode makes for plenty of arcade-style destruction, but it's not what sets the game apart from past flight games.

That fact that you can walk away from Gunship nearly ready to fly a real helicopter is what makes this game stand out. Gamers should check it out! ■

### Behind The SCREENS

Each helicopter in Gunship comes complete with its own unique cockpit and each cockpit is loaded with displays, gauges and controls that look like they were ripped from real-life whirlybirds. But how did Microprose come up with such realistic control setups? Simple. They copied the real thing.

"The cockpits in Gunship are based on publicly released pictures of real Army helicopters." said Tom Nichols, product marketing manager with Spectrum HoloByte. "You find a lot of that kind of technical information in magazines like Aviation Week and Space Technology and in technical journals put out by Jane's publications."

Nichols explained that the goal of this research was to push the game's level of realism to the max. But he admitted that Gunship's cockpits still lack many of the switches and buttons of the real Army machines, since so many controls would dutter up the television screen.



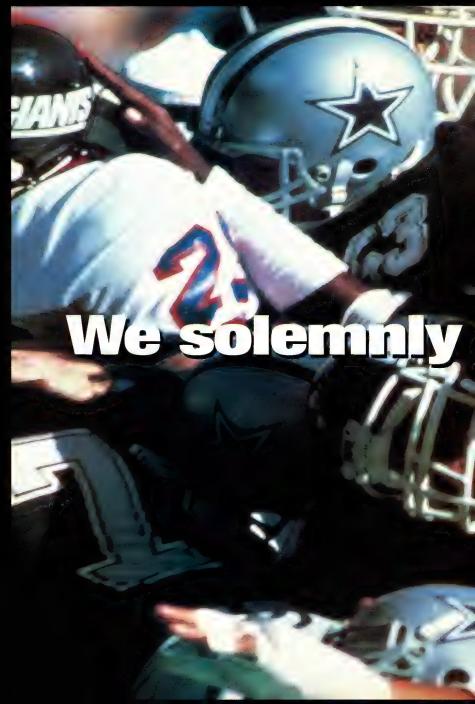
"It's kind of an artistic balance." Nichols said. "We emphasized realism to give the cockpits that authentic look, but there was an element of functionality in there as well, and if there were parts of the cockpit that were absolutely of no use—such as power and radio switches—then they weren't included in the game."

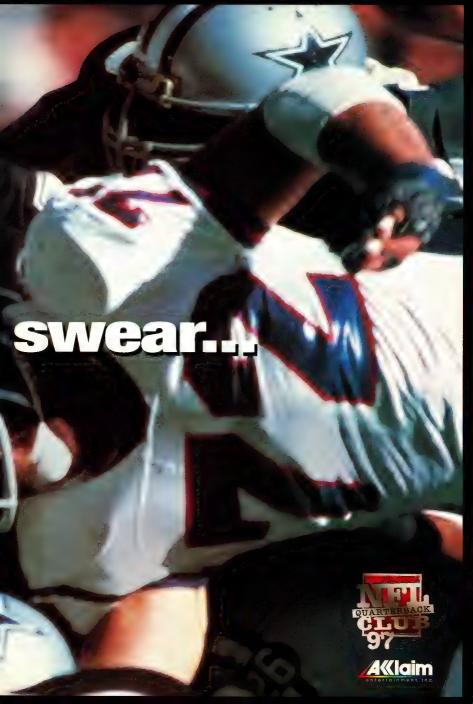
Okay, so you can't tune your chopper's radio. But Gunship's cockpits are still full of more than enough controls to make you feel like an authentic Army flyboy.

## GAMER'S EDGE



You don't want to spend too much time flying high through Gunship's unfriendly skies. The helicopters under your control are slow and noisy, giving the enemy forces plenty of time to shoot you down well before your weapons car touch them. You'll need to keep your chopper low to the ground and follow the terrain. This type of flying-termed nap-of-the-earth flight by the military—lets you use ambush tactics and stealth to pulverize the enemy. When you approach a target, slow to a hover behind an adjacent hill, then pop up from behind the hill and rain rockets down on the opposition. Don't hang in the air too long, though, or you'll end up eating missiles from retaliating enemies Drop back into hiding again and wait until the smoke clears. Repeat this pop-up tactic until all the enemy forces in range are destroyed







## the whole

re - Neil O'Donnell winning the Challenge, or how incredibly pressed I was with QBC '97..





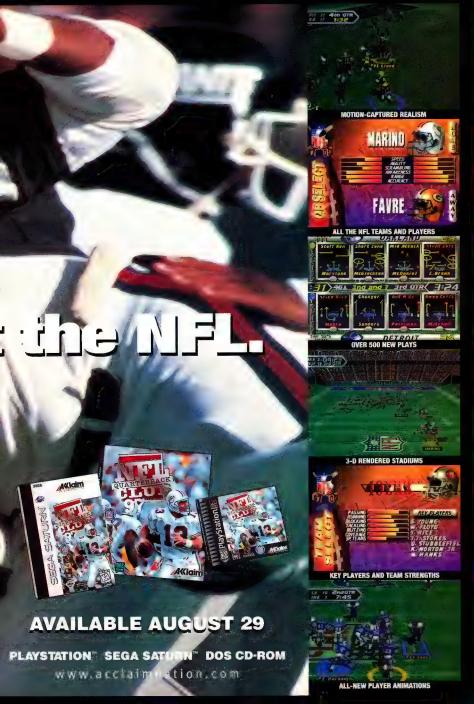


## and nothing but

"Accilant's developers have gone the extra nine yards to make this the lootball game to have." "VideoCames, June 1926 "Some of the fines (graphies for any sports title... it looks like we may have another Monster of the Gridfront"

-VideoGames, June 1995







# WAR OF THE GEMS The Battle For Precious Stones Begins Nowl

amers who have always wanted to play as an X-Men character in a Final Fight-type game will have their wish come true with this new X-Men side-scrolling action/adventure.
The six mysterious

The six mysterious gems of the universe are being sought after by some strange new dude threatening the serenity of the world. If the X-Men do not find these gems before they fall into the wrong hands, the fate of the world will be grim to say the least.

Although the X-Men are feared by the public, Spider-Man, Hulk, Captain America, Iron Man and Wolverine have sworn to uphold the integrity of the gems and keep the world from a future of darkness.

During their quest, these heroes will face many popular Marvel characters like Dr. Doom, Blackheart, She-Hulk, Thanos and the Brood. Furthermore, their fighting style consists of the standard Final Fight-type of attack—simply hit the buttons and the character performs a plethora of combos on the enemies. Also, each character brings his/her own unique moves

from Capcom's fighting game Marvel Super Heroes. For instance, Wolverine's Tornado Claw can be activated by doing a Dragon Punch motion then pressing any Punch button.

However, while the addition of these moves does indeed add to the gameplay of side-scrolling fighting/action-type games, they serve little purpose here because the enemies can be beaten by pushing



"...will have their wish come true with this new X-Men..."





The X-Men must search the world to find the hidden gems.

# Did Mom tell you it's never ok to play with your food? She's wrong.



Get ready for stick-to-vour-ribs adventure!

- \* 23 levels of wild, prehysterical fun.
- \* Fantastic Graphics, animation, and sound.
- \* The biggest, baddest, hungriest end boss ever.

"Prehistorik Man is a game that blows me away. I have but 3 words...go buy it!"

-K. Lee, Gamefan Magazine







# WANTED: brave adventurer, to risk life for missing treasure and beautiful girl. Yellowbelly cowards need not apply.

Can you handle the challenge?

- \* Tons of hidden treasures and power-ups.
- \* 17 action-packed levels to explore.
- \* Stunning sights, sounds, and music.

"Ardy Lightfoot out-foxes the competition!"

-Nintendo Power Magazine







# Remember the iceberg the Titanic hit? Just an icecube.



Grab your life preserver, bub—it's time to Sink or Swim!

- \* Wacky, challenging puzzles around every corner.
- \* Eye-popping graphics and animation.
- \* 100 waterlogged levels

"A puzzle game that will have you hooked!" Electronic Gaming Monthly







. Take home an arniload of fan today-Prehistorik Man, Sink or Syvin, and Ardy Eightfoot are now available at Kaybee Toys and other fine retail outlets!

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Throughout the game many of the X-Men's adversaries from the comics will try to keep these superheroes away from the gems.







Choose one of the five different superheroes to battle with.

lead to the Boss. They'll also find that certain characters are better suited for each level. For instance, on the first stage, use Spider-Man to go over the top of the buildings, or use the Hulk's strength to break the pillars which prevents Spider-Man from going through the buildings. The Hulk's path may be a bit longer and more difficult; however, one may find more power-ups. Then again, one may not find any. Trial and error will soon solve this dilemma.

There is not much more.
The graphics and sound
capabilities of the Super

# Gamer's EDGE

At the beginning of each level, the player can equip his/her superhero with power-ups that are found throughout the various levels. One of these power-ups equips our heroes with their own unique move which can be used as a desperation attack. This attack



uses up your power-ups, so, if someone only equips their character with one power-up, they can only perform one desperation attack. The power-ups found throughout the level can only be used on the next level or saved and used on any level.

the player so chooses.

Also, the player will discover that some character's desperation attack is more





powerful than others. For instance, if a player uses Spider-Man's attack, they'lf have to make sure they shoot the web directly at an enemy, or they'll miss. Also, this attack will only do damage to one enemy. On the other hand, Iron Man's attack will hit the enemy anywhere they're standing, and it will knock all the enemies on the screen down, not just one.

# "...player(s) will find that each level has many paths..."

only one button.

conty one button. Luckily, the game is only 50 percent complete. If Capcom tweaks the gameplay quite a bit, then this game will be one for the true gamers (those players who like a challenging game that actually requires them to master the movements and attacks of their character, versus simply pushing buttons at random).

Luckily, there is still a lot of work to be done on this cart, so look in future issues of EGM for a complete review of the final product. Hopefully, Capcom uses this game's potential to make one of the last few good games for the Super NES.

On another note, what can a player expect? Well, at the beginning of each level the player chooses which one of



wants to confront evil with.
After a character dies, he/she
is no longer selectable.
Also, before each level the
player can select between four

player can select between four different power-ups-ranging from extra lives to the use of special powers (look inside the gamer's edge for more information on these moves).

After making these decisions, the player will find that each level has many paths and hidden areas which



NES have been maxed out for some time now, so one cannot expect to see anything unbelievably unique in these areas. The graphics and sound are to be expected because of the limitations of the Super NES.

This game has the opportunity to help lay the Super NES to rest with dignity. Hopefully, Capcom will take advantage of this opportunity by making the gameplay challenging and skillful enough to place this game in a different category than most games on the market which sell not because they're fun to play, but simply because the game looks good.

Hopefully, Marvel Super Heroes will be a game we'll want to play again in five years or so. Only time will tell...

DVOLC	25 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5
RELEASE DATE	DIFFICULTY
October	Moderate
PUBLISHER	% DONE
Capcor	n 50%
THEME P	LAYERS SIZE

16-Mea

Action

# STRIKE HARD STRIKE FAST



**Navigate** through 10 different landscapes, destroy everything in your path, and race to save the world from ecological Armageddon. Play Strike Point - the ultimate 3D fighter simulation game available for PlayStation.



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# POWER RANGERS Z E RA

andai's latest release. Power Rangers Zeo Battle Racers, allows players to compete against the computer or a human opponent in a fight-to-the-finish race to prove who is the best. Battle Racers gives players the opportunity to play as one of their favorite rubbersuit heroes and blast the opposition in classic Mario Kart-style play.

The game controls are sluggish and nonresponsive, meaning it's designed for a younger audience who aren't



hard to impress as long as they enjoy the characters in the title. As unappealing as the control is, one would assume that the graphics

"Get across the finish line first by any means possible."

would be better to make up for an interface that is obviously lacking something. Besides Character Select and Pre-race Screens, the rest of the graphics have little to lift the quality level as they're pixelated and unrefined.

One interesting feature is the tracks which seem to copy

Sepan Enfertainment, Inc.



the tracks of the much better Mario Kart, They start out being fair and at least fun to race on (even though the corners could have been more refined in all the stages). But in the later levels, players will become annoved at the cheap design of the track. which instead of challenging the player more, tends to make play frustrating.

This is another classic title for kids that was rushed to make a quick sale. It's time developers stop looking down on younger gamers by suppling them with inferior releases. A little forethought and dedication to the younger player goes a long way in the video game market.

RELEASE DATE DIFFICULTY PUBLISHER % DONE

THEME PLAYERS SIZE Racing 1 or 2 8-Meg

You can select your character and vehicle here from the lists.

Use your rearview mirror to watch who's gaining on you.

August Adjustable Bandai

As stated earlier, many of the levels are similar to those in the Nintendo classic Mario Kart. This level (pic below), for instance, has the same hovering wooden plank feel to it, but instead of being fair, it tends to irritate

gamers with cheap difficulty. The entire course is outlined with a glowing red line on both sides of the track while you race. This line is the no-cross line. It will be the worst enemy of the player



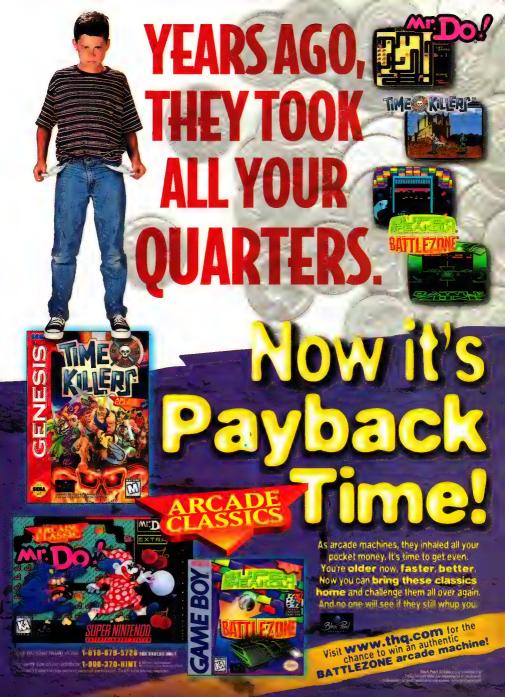
who likes to cut the corners tight as they try to pass the slower racer in front of them. If any of the racer's wheels so much as cross an inch over the line, the player will plummet off the track into the seemingly bottomless pit.

Just as in Mario Kart, however, you are rescued by the universal hovercraft that places you to a spot close to the proximity of where you went over the edge. The entire track is lethal in this manor-not giving the player much room for



error in driving through the 90-degree turns that seem to dominate the courses.

Practice and well-placed projectile shots are the best way to move past the competition in a safe, risk-free manor. Many players will find little more than irritation in any of the later stages, but for the player with ungodly amounts of patience there is some good challenge hidden within the title. It takes a spe cial and forgiving player to look past the cheap difficulty settings and into the deeper aspects of the game.



# PROTOS SOUL







PUBLISHER

Namdo

RELEASE DATE PLAYER

December 1 or

SYSTEM THEME
Fighting
SIZE \*COMP
PlayStation CD-ROM N/A

as version two of Sour Edge is learning up the permitted back once again. However, this time you can leave those quarters at home. In December, Namoo is scheduled to release

heave mose qualities at nome. In December, Namoo is someoned to release the popular arena fighter for PlayStation users to enjoy in the comforts of their own home.

The renown lighting title of arena combat that can be best compared to lekken will seem to jump to life in the hands of gamers. As of this writing, it appears all the weapon-welding characters have been included in the home version as well as all those vicious attacks whose effectiveness was as potent as they were impressive to watch. The graphics in this version—as in the arcade—have the same clean look as do the stages where the environments change rapidly. Whether you enjoy a sword-wielding pirate, a battle axe-wielding caveman or a valiant knight, the choice is yours. Each of these characters vary greatly in speed as well as power. But none is supplied without his/her share of finishing combos capable of rocking the opposition. This one is power-packed all the way, through. Now all gamers have to do is wait for its unveiling.















Best Crispin side of Decepting ame william william seekers story strather.

Best put by EGM Associate Editor Crispin Boyer, this game is like the dark side of Home Alone. Enter Tecmo's Deception: Invitation to Darkness, a game where you get to play the nasty villain who kills wonderful adventure seekers that enter your domain. The story starts with you as a prince. Your father, the king, is killed in a mysterious

way. You are blamed for his death and burned alive. Before

the final moment of truth, however, you make the acquaintance of a demon who brings you back from the dead to construct the massive castle of the damned and protect it from anyone who might enter.

The game does look quite similar to that of King's Field 2, but instead of slashing your enemies with what weapons are available, you have to set vile traps within the corridors. Among these traps are such things as simple electrified cages and bear traps, to nasty things like giant stone feet, wall spikes, pits and anvils! In total, there are over 40 kinds of traps you can set. Force out screams, monster howls, antagonizing laughter and creepy cries to change the morale of each hero anywhere from angry to total cowardicet in addition to the 3-D wandering and trap springing, there is a resource management side to this game as well. As stated above, you must construct the palace by placing rooms, corridors and such in any location you want—along with the traps too.

There are also tons of secrets to be found. While doing your construction bit, certain rooms might suddenly have secret items found within them. You will also gain new styles of rooms and traps for each level gained by your character. To add to the fun, the game is extremely heavy in plot. Depending on which characters you kill, items you find orisoners you release and so on, you will change the course of events in the game, thus leading to new characters to battle and perhaps a secret new item or three—all eventually leading up to one of the six endings the game containst if you ever wanted to design your own slaughter pouse—this one site game you! I want to get













American Softworks is scheduled to debut their latest fighting/action game in November Unlike more common fighting games that feature a one-on-one fight with another opponent, their system uses what they call Behavioral Artificial Intelligence or BAI. This new Al gives Perfect Weapon a true 3-D fighting game that features four relentless alien attackers swarming the character at the same time. The attackers work as a team against the player instead of just lining up individually. Perfect Weapon gives players five hostile worlds filled with over 1,100 3-D locations to explore. There are also 20 different alien life-forms to battle while using any combination of the 100+ martial arts moves included in the combatant's book of tricks Some of the styles encountered in the title

are mantis, drunkin' monkey and kickboxing with over-the-top, multiplayer grapples. All these features accent the action of the title, but there is also plenty of beautifully rendered graphics and

tons of FMV to enjoy for the player looking to be entertained between combat rounds.



PUBLISHER
American Softworks



Action/Adventure

SIZE COMPLETE

CD-ROM 70%





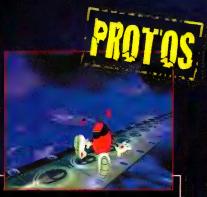












The popular soft drink mascot makes it big in his second adventure for the video game market. Players join Spot, the red star of the adventure, to explore 20 levels set in movie-based worlds. These worlds are filled with puzzles, creative enemies, hidden passages and arcade-style action. The player's job in the adventure is to guide our cylindrical friend through captivating worlds such as a swash-buckling pirate world, a spine-tingling horror world and an adventure world. Three bonus worlds also exist to challenge gamers all the more: a shoot-'em-up Western, prehistoric dinosaur park and science fiction. In order to move from level to level, players collect five hidden gold stars which grow increasingly difficult to find as the game progresses. If players complete all levels, Spot goes home.

During gameplay, Spot encounters many creative enemies and obstacles. Always active, Spot can ride witches' brooms, cannons, rafts, a big wheel and a space ship. Defending himself as he goes, Spot has access to a variety of weapons including fire, a freeze shot and homing missiles. There are also plenty

of breakable objects in every level-like as pods-that hold surprises

and even open warps to secret areas.

Spot is a visually rich, colorful game featuring an isometric viewpoint and 3-D rendered worlds. There are more than 20 minutes of,
cinematic sequences preceding each level that tell Spot's story and
add to the movie-like feel of the game. For gamers with an extra
ambition to finish the title, there is a hidden surprise—a video on the
making of Spot Goes To Hollywood, providing insight on the many
different facets of the game.















If you think sports competitives tough in the 20th century, you haven't seen Accolede's latest futuristic sports title. Pitball, staged in the 23rd century. The rules are simple: There are no rules, Players can use anything and everything at their disposal to get the small ball of glowing energy into the goal (a small hole high up on the opposing wall). This includes punches, kicks, nuclear warheads and anything else you have at your

disposal. Competition takes place in a cozy, walled arena with two teams of two players battling to score more than the opposition. The competitors are among the galaxy's toughest warriors—renegades from the most hostile planets, each with a brutal range of attacks, weapons

brutal range of attacks, weapons and amazing scoring techniques. Grab a friend and battle into the next millemium.









Action/Sports
SIZE COMPLETE
CD-ROM 70%

Star Fighter is a pseudo shooter/flight sim that first appeared on the 3DO. Pilot a fast and maneuverable fighter with all the armament needed to clear the level of all the opposition that comes in the form of stationary turret-type obstacles and moving enemies. The landscapes give players a great feeling of realism as they watch miles of realistic, rolling countryside scroll by while keeping an eye out for bogies on their six. Star Fighter is more than just a shooter and much more fun than a stale simulation.



SYSTEM	RELEASE DATE
	August
	THEME
PlayStation	Shooter
PUBLISHER	SIZE
Acclaim	CD-ROM
PLAYERS	", DONE
1	N/A

# CM &'S DECEPT Invitation to Darkness

This October Tecmo will offer you an Invitation to Darkness exclusively for the Sony PlayStation

Should you accept Tecmo's invitation you should be warned!

You must decide who lives and who dies. As in life, Tecmo's Deception will hold you responsible for your actions. Everything you do, everyplace you go, everyone you meet has a reason. Are you seeking revenge, resurrection or redemption? It's your decision.

If you are strong enough and smart enough to accept the Invitation to Darkness and play Tecmo's Deception use the reservation form below.



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# MACHINEHEAD

The year is 2005 and scientists are hard at work trying to create an innovative DNA. Their project goes bad, and they create some new life mutating super virus that threatens to destroy the world. No antidote, can be created; the only hope being the difficult task of completely destroying everything that has become infected.

To accomplish this, you'll have 10 different weapons to choose from including machine guns, flame throws, missiles and laser beams, just to name a few. Also, there are over 15 missions and over 100 different most gruesome enemies trying to do you in.

Oh yeah, your looney assistant has strapped a smart bomb onto your back, and he is using it to enslave you to do whatever nasty and unusual things he can think of.



PUBLISHER

Eidos

RELEASE DATE PLAYERS

45

First-Person Shooter



For all you Saturn owners who have seen and drooled over Alien Trilogy for the PlayStation, wipe your mouth because all Saturn owners will soon have this Doomstyle shooter in their homes as well.

For those not familiar with what is going on here, listen up. Contact with the colonists on IV 426 has been lost. You, playing as Ripley, must go to this colony and check out the situation. Is there just some sort of fluke communication problem? Or are the Facehuggers, Chest-Bursters, Xenomorphs, Company Soldiers and Queen Aliens back? Guess what—they re back, and maybe

so are the programmers. Hopefully, they'll surprise us with some new levels and secrets in the Saturn version.





SYSTEM RELEASE DATE
September

First- Person Shooter PUBLISHER SIZE

AYERS % DONE

N/A



They beat you senseless.

They kidnapped your partner. They stole your spaceship.

It's Payback Time.

# EDIVIDE: ENEMIES WITHIN



You wake up from an eons-long sleep only to find yourself on a forsaken planet filled with angry mutants. You've got to outsmart them, outblast them, and escape from this hell hole once and for all.

Power-up, my friend.

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a while.

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In the year 2069, Earth's no place for a lady.

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into hideous mutations.

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Daddy's little girl doesn't cook, but she'll fry, bake or roast any enemy she seas. 'Cause in this world, you don't take prisoners... you eat them for lunch

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She doesn't cook, but she'll fry, bake or roast anything she sees.



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As you jump into cyber sneakers, you become the enforcer of justice on the Internet. You, along with Cyber Dog, must track down the cash cow and return it to the needy woman and orphans.

The action can be played both in a firstor third-person perspective as you power through this 3-D action platform. The game also changes its gameplay at times, and you'll find yourself behind the wheel of the cybershed

Your quest will take you through eight different missions; which means there are at least 24 unique levels. Also, you'll run across 50 very strange characters to say the least. For example, there is a self- righteous preacher who throws halos at you or you'll run across Bible bashers who throw Bibles your way.

The producers of this game have hidden messages throughout. Each character and screen has some sort of symbolic meaning which is left up to your interpretation.





N/A

# ELST-A-MOVE 2

Tired of playing the same levels of Bust-A-Move over and over again? Can you do them with your eyes closed and half your fingers cut off? Indeed, you probably can. Well sew your fingers back on and don't fret, because all-new levels and intense puzzle action are here with Bust-A-Move 2.

This version of the game is relatively similar to the first one, but it has been tweaked somewhat. First off, the graphics have been improved, and you'll notice that one of your little buddies who launched the balls has been removed. Also, there has been an addition of wide-screen puzzles. Now, instead of the playing surface being only about eight balls across, some puzzles can fit up to 16 balls, doubling the playing surface and the technique involved. Also, a level editor has been included.

The most addicting part of this game, the Two-play Mode, is still as intense as ever, and the computer itself is much more intelligent. This definitely makes it more challenging:



á					The Application of the Paris
B	PUBLISI		SYSTEM		IEME
ALC: NO.	Acclaim RELEASE DATE PLAYERS			Puzzle	
N.				SIZE	% COMPLETE
-	September	1 or 2		CD-ROM	N/A



# NES





Later this year, before the Christmas rush, Sega will be unveiling their newest star. This latest action hero is unlike all others in the respect that he continues his mission from beyond the grave. Mr. Bones closely knits the title's background with the action. Being nothing more than an animated skeleton, he can disassemble himself and reform to get through tough areas of any



		111111		Address that the
PUBLISI	IER	SYSTEM		IEME
Sega			Action	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
October	1		CD-ROM	N/A



Well the rumors about this game have been running rampart. Ever since first word of Quake's existence came about, gamers have been anticipating its release. It is similar in style to Doom, but it

should be in a completely different

should be in a completely different league. The action will be fast-paced, and takes place in a 3-D environment with textured-mapped polygon characters. The story places you, a space-age Marine, in unfriendly areas. It is your job to make sure the floors are covered with the aliens' guts. The computer versions will be multiplayer, but the implementation of this feature on the Saturn and PlayStation is still questionable. Whether or not this game will confidence the sature of the sature the sat Whether or not this game will confirm all the rumors remains undetermined. Hopefully it will, because there is nothing better than gruesome weapons throwing alien blood

	12.023				
I	PUBLISH	IER	SYSTEM		EME
46.5.3	GT Inter	active	1	First-Pers	on Shooter
	RELEASE DATE	PLAYERS	PlayStation	SIZE	% COMPLETE
	lst Qtr. '97	1	/9	CD-ROM	N/A

Driving.
Shooting.
Slamming.
Loud music.
No. it's not the Los Angeles
Ereewal



It's SlamScape. And it just might drive you insane.

After a devastating accident you find yourself in a mysterious sanitarium hooked up to the highly experimental SlamScape Simulator. A previous experiment gone awry has trapped 16 innocent people in this twisted simulated world and it's up to you to get them out.

With fast-action gameplay inside an interactive soundtrack by God Lives Underwater, and the fastest 3D real-time graphics available, it's like taking the scenic route to hell and back. Battle your own private demons at lightning speed. And thrash your head off in 360 degrees of oure danger



4 life threatening zones, 5 twisted levels

Real-Time 3D graphics.
 (60 frames per second on PlayStation?)



AVAILABLE ON: PC CD-ROM & PLAYSTATION









Oh no! Cheesy the mouse has been captured by some crazed scientist who locked the rodent up in some

strange castle. It is your job to help Cheesy search through this 3-D environment in order to find the ingredients of the Teleportation spell, so Cheesy can get himself out of there.

The game itself consists of 30 levels, and the game play will take you through bungee-jumping spider levels, thrilling "banana skin surfacing" sequences and a sweat-inducing UFO flying section.

If you get Cheesy out of the castle and his little brain makes him fall for the old cheese-on-the-trap rick, what's the point of rescuing this little rodent? Maybe we free him only to be able to dispose of him later on in the game?





SYSTEM		EME
	Act	ion
	SIZE	". COMPLETE
PlayStation	CD-ROM	N/A
	PlayStation	SYSTEM TH ACT SIZE

# Burble Borble



The dinosaur stars of Bust-A-Move 2 return in an updated version of their first game, Bubble Bobble. This game debuted in the arcade years ago, then popped up on the NES and PC formats Bubble Bobble is a mix of puzzle and action elements. Players control the dinosaurs Bubble and Bobble, who can blow bubbles at the enemies that populate each level (players will recognize these enemies from the Bust-A-Move games). The bubbles surround each bad

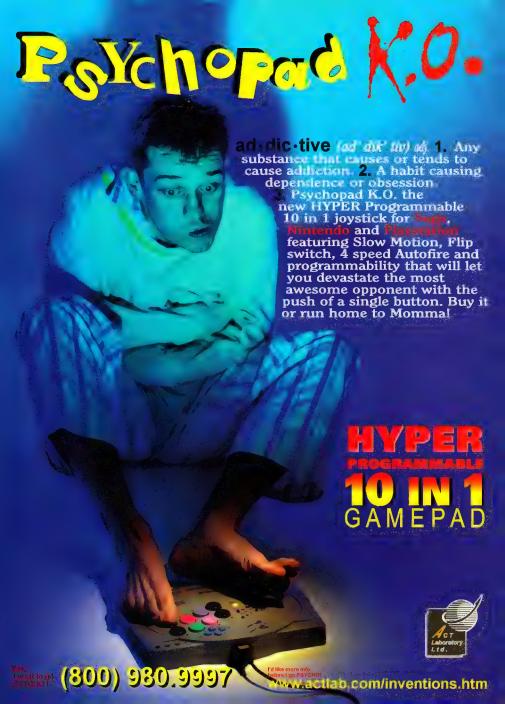
guy and leave him helpless. The dinosaurs can

then rush up and pop the bubbleencased enemies, turning-them into fruit. Each level is cleared once all the fruit has been nabbed. The dinos will have to be eareful, though. If they run into an enemy that's not in a bubble, they'll become extinct.



п	SYSTEM		RELEASE DATE		
14			eptember		
200			THEME		
36.5.00	PlayStation		Puzzle		
3	PUBLISHER		StZE		
4	Acclaim		CD-ROM		
1	PLAYERS		% DONE		
4.70	l or 2		N/A		

124 EGM



# PROTOS DRAGON



the fantasy wond of brace comes off the big screen and into your home with a few surprises. First, the best surprise is that Acclaim is going to include seven original 3-D rendered and animated dragons that were not included in the film. Also, there are more than 120 different special fighting moves and 48 different characters dressed in the props and costumes from the film. Many of the creatures from the film, including Drace the Dragon, are featured in this game. Finally, we can expect to see the game offer both a thick, and first-person perspective to battle in.

Your quest is that of the movie's: You must venture the land, trying to find some way to oust the evil king from his reign.





PUBLISH		SYSTEM		EME
Accla	im	h	Fighting/	Adventure
LEASE DATE	PLAYERS		SIZE	% COMPLETE
ptember				
	Accla	PUBLISHEN Acclaim LEASE DATE PLAYERS Eptember 1	PUBLISHER SYSTEM  Acclaim  LEASE DATE PLAYERS  Potember 1 PlayStation	PUBLISHER SYSTEM TH  Acclaim  LEASE DATE PLAYERS  Fighting  SIZE

# DUKE

NUKEM



Go to see a peep show and blow away, some strippers or open your fix to take a leak—it is all up to you. Duke Nukem should give you the opportunity to accomplish such obscurities.

This new Doom-type game has allens invading Los Angles and will be geared

toward an older crowd. It the rumors turn out to be correct, you should see some very strange things such as those discussed above. However, just how far the video game industry will let the game go remains questionable.

What EGM does know is that the graphics are intense, and not only acy you have awesome weapons to multilate alien flesh with, but also traps can be set. For instance, you can place a holographic replicate of yoursel, out in the open then hide while picking off aliens as they come to investigate. On a final note, the game will have six degrees of freedom which will, allow for looking up and down, crawling, jumping and hying.









- Amazing photo-quality digitized graphics
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# BEDLAM

Well, once again yet another band of aliens has invaded Earth, and it is your job to rid our planet of these terrible extraterrestrials. In this 3-D, top-down action arcade game, you take control of three biobots, and you must accomplish the objectives of a preplanned strategic strike against the aliens.

The gameplay is a combination of Smash TV-type play and that of Cannon Fodder. However, in Bedlam you can destroy every item, building, enemy, road, everything... There are huge flames of fire shooting out of every building, and there are numerous enemies flooding in upon you, Your movements must be fast or death is certain.

On a final note, this game should allow for up 16-player simulation action, leading to a barrage of destruction. You may kill the aliens, but the Earth won't be left standing.





# OFFENSIVE



Welcome to the 1930s—the era of WWII. You are now commander in chief of one the most powerful armies on the planet: powerful, that is if you are skilled enough to train your army as such

This game will allow you to choose from many different scenarios in WWII: from the Normandy landings to the Battle of the Bulge. While you're battling, you will get to watch scenes from authentic newspaper and newsreel footage of that era.

The A.l. is highly intelligent. Not only must you tell your soldiers where to go and how to wage battle, but you also must worry about keeping your supply lines free, know where and when re-enforcements are attacking and also the morale of your troops must be monitored and kept high. Unhappy troops will lead to nothing but fields upon fields of your soldiers laying in their own entrails.





	1	PUBLISHER	į
	Species	Ocean	
ı	И	DELFACE DATE C	i





THEME				
Simulation				
SIZE '6 COMPLET				
CD-ROM	N/A			



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BASKLIBALL

# SITO OF ALIGNATURE OF ALIGNATU











# There's only one game big enough to hold all the stars

# and all their moves

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Take on the world's best players with the most awesome array of firepower ever assembled on one team.

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ng-name hoops game????

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Your source for great sports.



# **EgM**

## TEAM EGM GOES INSIDE THE HUDDLE WITH ONE OF THE NFL'S BEST QBS



Football season is just about to get started and we're ready to run down some of this year's most anticipated gridiron titles. Plus the first look ever at Jimmy Johnson football.

e've had a pretty busy off-season, scouring the sidelines of gaming and making sure we were up to speed on the many football games coming your way this year.

In our travels, we managed to speak to some of the greatest football players of the modern era. We're kicking off our football coverage in style with an interview with Dan Marino, the head signal caller and future NFL Hall of Fame quarterback for the Miami Dolphins. The Dolphins have a good chance to go all the way this year with Marino and their new head coach Jimmy Johnson.

In a world exclusive, we feature Jimmy Johnson Football from Gametek. The developers are currently working on a deal that will help them acquire NFL and NFL Players Association licenses. As of press time, we aren't sure

what the status of the deal is, but we know the game will be vying for this year's football game of the year along with Madden '97, NFL GameDay '97 and NFL QB Club '97. Football isn't the only game in town in this month's installment of Team FGM. We also take a look at Hardcore 4X4 from ASC and go up through the gears with Papyrus' NASCAR Racing for the PlayStation. The game is due out later this month.

We take a look at Sega's ride on the Olympics bandwagon-a great game called Decathlete for the Saturn. There are also plenty of Genesis titles on the docket this month, including Triple Play '97 and two solid college football titles.

If this isn't enough for you, check out CYBER SPORTS, brought to you by the editors of Team EGM, for even more in-depth sports coverage. It's on sale now.

# THE LINEUP

PREVIEWS

JIMMY JOHNSON FOOTBALL (PLAYSTATION)

COLLEGE FOOTBALL '97 (GENESIS) NFL QB CLUB '97 (PLAYSTATION) HARDCORE 4XA (PLAYSTATION)
NASCAR RACING PRI AVSTATION

### BOX SCORE

**OLYMPIC SUMMER GAMES IPLAYSTATION** TRIPLE PLAY GOLD EDITION (GENESIS) COLLEGE FOOTBALL USA '97 (GENESIS)

# QUICK SHOTS



Ten Pin Alley from ASC for the PS will bowl over bowling fans.



Impact Racing is also coming to the PlayStation from Acclaim.



Street Racer is coming to the PlayStation from Ubi Soft.



Namco's Ridge Racer Revolution is speeding onto the gaming scene, and racing fans will want to get their hands on it.

# FOOTBALL

RELEASE DATE DIFFICULTY
4th Qtr, '96 Moderate
PUBLISHER SIZE
Gametek CD-ROM
PLAYERS THEME 5 DOME
1-8 FOOTball N/A

ow for the latest news on the football garning front: Jimmy Johnson '97. This title, presently in development at Gametek and possibly Konami (the two companies are in negotiations to release this title jointly), looks to be a significant contender in the upcoming season.

Pick your favorite team and play an exhibition game or an entire season—if you're into postseason action, you can even choose to just play in the playoffs. All the authentic plays are there, including the jumping





Choose the best receiver and send him all the way for a TD.

catches and diving tackles that you'd expect from any 32-Bit football title. This game goes one step further, however, with a play editor which will let you design your own plays based on the strategies of your favorite teams. Now you're not restricted to the same old plays that you see every Sunday. Want to gain some time by

A passing display takes out some of the guesswork. Just put your receiver in the right spot, and you're good to go.



Jimmy's on your team now!

sending your receivers out along the sidelines? Feel free. Want to storm the offense with an all-out blitz? Go for it. Finally, the choice will be yours.

During kicks and passes, the game will feature a unique display which shows the path and trajectory of the ball, so that you can maneuver your receiver into exactly the correct position. This

should make judging the passing game easier for the first-time player, without sacrificing playability for the football veteran. Realistic playing conditions such as snow and mud add additional challenge.

Jimmy Johnson will be on hand to lend his advice on your strategies and playing tactics. You'll be able to profit from his years of NFL experience, which will give you a sort of onboard hint resource to help you master the game.

In addition to all this, it's our understanding that the developers are pursuing an NFL license to use the actual teams and players, although it's still tentative. Even if it doesn't go through, Jimmy Johnson might still be one of the most complete titles to be released in the near future.

Although we've only seen an unfinished copy, it looks like Jimmy Johnson '97 may be a powerful addition to the 32-Bit football league.

## Design your own plays



The play editor gives almost infinite diversity to the game. You choose whether you want the play to be offense or defense, the formation, and the type of play (i.e., running, passing, special teams). Then you can pick the direction of the motion of each of the receivers or running backs and the direction of the blocking for the line. This allows you to mix, and match the most effective elements of the best plays in the standard playbooks. After all that, you like able to name the play. Jimmy, Johnson's play editor is gold to be type in the teams that the work of the play.



Set up the plays any way you want them; at last, absolute power is now in your hands.

# **Clusive**

# FACE to FACE

### with DAN MARINO

Dan Marino began his pro football career in 1983 with 2210 yards passing and 20 touchdowns. Now 45,598 vards and 326 touchdowns later, he is one of the bestliked and most respected quarterbacks ever. EGM caught up with Dan at the shooting of a commercial for Acclaim's Quarterback Club '97. where he kindly agreed to answer a few questions about himself, his career and football in general.

Team EGM: What's the most memorable pass that you've thrown in your college or pro career, and who caught it?

In college, probably, the one I threw in the Sugar Bowl to beat Georgia with about 30 seconds left. I threw it to John "Downtown" Brown, That was in '82. It's hard to pick one, as far as my professional career is concerned right now. I threw a touchdown in a Super Bowl. Although we didn't win the game, I'd have to say that's something that's pretty memorable.

If you could pick some of the greatest receivers of all time to throw to, who would they be and why?

Well, there are two guys that I've thrown to for 10 years, [Mark] Duper and [Mark] Clayton, and I wouldn't change that. But if there was any other receiver, it would probably be Jerry Rice or John Stallworth, I really liked John Stallworth when he was with the Steelers.

Aside from Miami, what's your favorite football stadium and why?

The Orange Bowl. The Orange Bowl was a great place to play because of the tradition the Dolphins had years ago there. I've played in it, and played some big games. We set some records there, with Dupe or Clay and myself, early in my career. The Orange Bowl is a place I'll always remember.

At this year's NFL Quarterback Club Challenge, how would you rate your nerformance?

Well, let's see, I was in the middle somewhere...[in one event] I only hit two out of four targets. If I could have hit a deep one early, then I probably would have had a chance to win it. In those things you can stay close, and then if you can win the last event, you're going to win the whole thing, because that's where all the points come in.

How competitive is the Challenge? Is it your intent to win or just have fun with your fellow quarterbacks?

There's no doubt, if you go and don't intend to win, you shouldn't even go. (laughs) You might as well stay home.

What other sports do you enjoy playing or watching?

Since I came to Florida I've picked up the hobby of playing golf. I always loved baseball; when I was a kid, I played a lot of baseball. Now, I play a lot of golf, and just normal recreational things you do in Florida, I really caught on to following the Panthers this year, the hockey team here. I went to a lot of their games this vear. My kids are really into it.

If you could give one piece of advice to aspiring high school or college quarterbacks, what would it be?

I think that it's okay to have dreams about being a professional. But the one thing you have to be is realistic about life, and you have to work hard at whatever you're doing. You have to set goals. You have to do well in school, because you never know in athletics; your world can change on any given day. If you get hurt, things change.

As a professional athlete, especially in the NFL how important is it to laugh at yourself?

Well, you should enjoy yourself, enjoy what you're doing, because you never know when it's going to end. So I don't know if you're going to laugh at yourself, but...have a good time, and enjoy the times that you have in the leaguemaybe not only on Sundays, but the whole week-and everything that's involved in it.



# STRIKER 96 EATS FIFA 96 FOR BREAKFAST

"...STRIKER 96 WILL GRAB YOU AND DEMAND THAT YOU PLAY IT SOME MORE."

- GAMEPRO UK

# "ACCUAIN HAS A WINNER WITH STRIKER 96."

CAMERAN



EVER SEEN GROWN



REVIEW SHOTS WITH INSTANT REPLAY!



GOODAAAAALS!



TWO GAMES IN ONE:

Striker 96 meets you nead on with state of the art soccer including an exclusive indoor soccer option! Exhibition, league, tournament and championship modes! Simulation and arcade options! View from seven different camera angles. The #1 team sport in the world comes alive!

PLAYSTATION

SECA SATURN

DOS CD-ROM





SEGA SATUR







Constitution of the Consti



# FORESTELL SALL

uilding on their experience with College Football offers tons of features on both offense and defense. Want to fake out your opponent? Try a fake snap and see if you can draw him offsides. Want to crush the offense into the ground? An extra burst lets you power off the line at

Bill Walsh College Football, EA Sports is setting up to bring you College Football USA '97 for the Sega Genesis. Now some owners of 32-Bit machines may smirk at the mere mention of the "G" word, but don't let the fact that it's being released as a 16-Bit title fool you; this game doesn't mess around. A realistic play engine and a good artificial intelligence, combined with a host of options and in-depth statistics, should produce a real impact on the world of video football.

the snap. (You may not want to push things too hard, though; your players can suffer over 70 different injuries, ranging from trivial to life-threatening.) Spin, hurdle, even



lateral as you head downfield with the ball.

stuff 'em hard.

If you're playing defense,

use the power tackle to

But the folks at EA

Sports realize that the play isn't everything, so

and stat-watchers out there, College Football USA is equipped with a

number of features that

go beyond the hardcore

gridiron action. A Save

Feature allows you to

letting you track your stats throughout the

entire season. Check on

passing, rushing, receiv-

ing, defensive play, kick-

ing and punting. Keep

track of your team as a

keep user records-

for you armchair coaches

Snow and other weather conditions will affect gameplay.

attributes like energy level, speed, quickness, awareness and weight, as well as the offensive-specific attributes of range, power and accuracy; and the defensive attributes of hands, block and tackle.

You can set up a tournament, or you can choose to Something for everyone

custoe Frishbel Liste to ones features to Santisty, sorts of footbell fairs. For appining gridlings heroes, from appining gridlings heroes, and developers have included features like false snaps, power tackles, in unes ambed weather from woulds sideline commanders. Cotlege Friootbell gives; the opportunity to take a look at the big picture the season, the bowl garmes tourneament and false it all the way keeping track of your best players. You can even play as me as 16 different teams.



play an entire season, using either bowl games or playoffs. In addition, you can control up to 16 different teams throughout the season, playing as many as four games a week. Don't like the schedule? Just make your own. This game will feature fully customizable schedules.

With features to satisfy all kinds of football fans, College Football USA '97 looks like it will be a powerhouse among all of the best football games. Who knows? It might even put

some 32-Bit titles to shame.			
RELEASE D.	RELEASE DATE DE		
August		Mo	derate
PUBLISHER			SIZE
EA Sports		S	16-Me
PLAYERS	THE	ME	% DOME
1-4	Football		N/A

# SPECIAL ANNOUNCEMENT TO TECMO SUPER BOWL FANS

This fall, Tecmo will be releasing *TECMO SUPER BOWL* for the Sony PlayStation™ system.

Because of the unusually high demand for Tecmo Super Bowl III last year, Tecmo would like to assist you in obtaining a copy of **TECMO SUPER BOWL** from your favorite retailer.

In order to avoid the shortage problems which occurred with Tecmo Super Bowl III, Tecmo is making a special priority shipment program available to retailers and distributors, who choose to participate, from AUGUST 1, 1996 TO SEPTEMBER 1, 1996.

Tecmo encourages you to go to your favorite participating retailer and reserve a copy of TECMO SUPER BOWL by placing a non-refundable deposit between AUGUST 1, 1996 AND SEPTEMBER 1, 1996.

In order to assist you, Tecmo suggests that you fill out the reservation/deposit form below and drop it off at any participating retailer.



### CHECK OUT SOME OF THE NEW FEATURES:

- Create your own Dream Team
- Live commentary
- Instant replay
- · Tournament mode
- All 30 NFL Teams (including the Ravens)
- Contains over 1200 real NFL players
- Each player has 20 different variable characteristics

# IT'S UN-BOWL-IEVABLE

# TECMO SUPER BOWL RESERVATION/DEPOSIT FORM:

**Dear Retailer:** 

Phone Number

The customer whose name and address is listed below wishes to place a non-refundable deposit on Tecmo Super Bowl. Please contact your local game distributor and/or your central buying office for specific instructions.

 Name
 Amount of Deposit \$

 Address
 Store Stamp or Receipt

City\_\_\_\_\_State\_\_\_Zip\_\_\_\_

Reserve me copy(s) for the Sony PlayStation™

**TECMO SUPER BOWL** should be available in September of 1996. Watch this magazine for late breaking updates regarding game features and when

Tecmo Super Bowl will be in stores near you.

Visit Tecmo Interactive at: http://www.tecmo.co.jp

Laure Control

on"
/e!









# Team EgM



oining the blitz of new football titles is NFL Quarterback Club '97. The third title in the successful football series from the sports veterans at Acclaim, Quarterback Club boasts an impressive lineup of improvements on its predecessors.

The developers have souped up the artificial intelligence, giving computer-

# It's almost like being there...



Realistic weather conditions will significantly influence gameplay, with accurate surface representations depending on the type of turif and the weather. Play in the rain, and you'll get muddy. Adjustable camera angles and selectable player perspectives should please picky players by providing a customizable point-of-view. In addition, an improved artificial intelligence engine should make the opposition just as true to life.

rolled players
'y to learn and

ponents' techniques. In addition, Acclaim reports that the players will act more like their pro counterparts, with more accurate pass coverage and better blocking. The game will include over 1,000 offensive and defensive plays, including some of the "signature" plays of well-known quarterbacks. You'll be able to trade and substitute players and get detailed game statistics. Of course, they'll also be

including secret teams and cheat codes. With motion-captured player graphics and full-motion video, Quarterback Club may look as good as it plays. Of course, motion-capture and full-motion video are the standard these days, and with the swarm of upcoming football releases, every title stands a chance of fading into the background. But Quarterback Club '97 promises to be one of the few that will stand out from the crowd.



RELEASE DATE		DIFFICULTY
October		N/A
PUBLISHER		SIZE
Acclaim		CD-ROM
PLAYERS	THEME	% DONE
1-8	Footbal	1 N/A

### Tired of the same old football game? Join the Club

# HARDCORE LANDER

here's nothing quite like off-road racing to get the adrenaline going. TNN Motor Sports Hardcore 4X4 promises to capture that adrenaline, marking out new terrain for future racing titles.

The developers wanted this to be an accurate simulation of off-road racing, so they're putting in realistic driving conditions like ice, mud and sand. They're giving you life-like weather conditions including fog, rain and snow.

They're even letting you drive at night. Each of the six different trucks will perform differently depending on the terrain on each of the six tracks. Hit one of your fellow drivers and your truck will sustain damage that will affect its performance. You'll see fenders crunching, wheels busting and doors flying off.

With such realism, Hardcore 4x4 is sure to make an impact in the motor sports world.

## PLAYSTATION





## Racing that'll rock your world

Four-wheel independent suspension makes this one of the most realistic racing titles yet. Hit a bump and your truck will rock in a way that imitates real off-road racing almost perfectly; hit a bank too hard and you'll find yourself upsidedown in the mud. The developers tell us that they divided the trucks into four completely independent sections so that it would handle like a real 4x4. This game reacts to real-world physics, and the results can look pretty painful.



June 27, 1996 Contest Rules:

1. No Purchase Necessary: To enter, mail a standard size postand containing name, address, and phone number to 'Die Hard Trilogy Sweepistee, 2'Elf-Davis Publishing Company, 1920 Highland Avenue, 2'nd Floor, Lombard, Hilmos 6148 No purchase or payderity. The properties of the pro

PlayStation video game, one (1) copy each of De Hard, De Harder, De Harder With a Vergeance on laser disc, and one (1) Fox Interactive baseball cap Grand Pitros has an approximate retal value of \$2.717.00. 2 First Pitros-First First warners will receive one (1) Die Hard Trilogy Sony PlayStation video game, one (1) copy earls of De Hard. De Harder, De Hard With a Vergeance on laser disc, and one 1). Sor interactive hashabil can. First Prize.

Jeremy Irons, one (1) Die Hard Trilogy Sony

has an approximate retail value of \$217.00. 10 second Prizes. Second Prize winners will receive one (1) Letterboxed the Hard Trilogy video cassette set and one (1) For Interactive basobal cap. Second Prize has an approximate the basobal cap. Second Prize has an approximate of the second prize has a second cap. Second Prize has an approximate of the second cap. Second Prize has an approximate the second cap. Develop the second cap. Develop the second cap. Second Prize with prize of the second prize with proximate by mall Prize(s) are non-transferable. No substitutions of prace(s) are allowed, except at the option of Sponsor stribuild.

- the featured prize(s) become unavailable.

  3. Odds of Winning: The odds of winning will be determined by number of valid entries required.
- 4. Eligibility: Sweepstakes open to residents of United States and Canada only. Void in Rhode Island, Quebec or wherever prohibited by law. Non-compliance with the time parameters contained herein or return of any

prize/prize notification as undeliverable will result in disqualification and an alternate winner will be selected. Winners or their legal quardians shall sign an afficiavit of

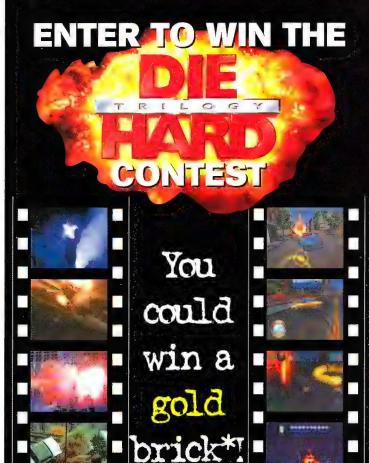
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- 5. Winners List: For a list of winners, send a stamped, self-addressed envelope to Die Hard Tillogy Sweepstakes Winners, 1920 Highland Ave 2nd Floor, Lombard, IL 60148 Requests for winners lists must be received by November 1, 1996. Allow 4 weeks for delivery of winners.
- Restrictions: Void where prohibited or restricted by law All federal, state and local regulations apply
- 7. Sponsora This contest is solely sponsored by Ywentieth Century Fice Entertainment, Inc. 1995 Twentieth Century Fice Intertainment, Inc. 1996 Twentiath Century Fice Home Intertainment, Inc. DIE HARD ISBN Twentieth Century Fice Film Corporation, DIE HARD ISBN Twentieth Century Fice Film Corporation, DIE HARDE WITH A FILM Corporation, DIE HARDE WITH A ENDEAMOE Twentieth Century Fice Film Corporation, Clience Pictures Entertainment, Inc. and Charles Pictures Int. All Bloths Inc. and Charles Pictures IN film All Bloths

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### FIRST PRIZE

Two First Prize Winnerswill receive: (I) each of *Die Hard. Die* Harder and *Die Hard. With* a Vengeance on Laserdisc (I)Die Hard Trilogy Sony PlayStation Game



### **GRAND PRIZE**

One Grand Prize Winner will receive:

(1) faux gold brick used in Die Hard: With a Vengeance signed by Jererny Irons who played Simon Grüber. (1) Die Hard Trilogy Sony

PlayStation Game, (1) each of *Die Hard, Die Harder* and *Die Hard: With a Vengeance* on Laserdisc

To Enter: Mail a standard size postcard containing name, address, and phone number to "Die Hard Trilogy Sweepstakes," Ziff-Davis Publishing Company, 1920 Highland Avenue, 2nd Floor, Lombard, Illinois 60148.

\*sorry, it's not real!

### SECOND PRIZE

Ten Second Prize
Winners will receive:
(1) Letterboxed *Die Hard Trilogy* Video Cassette
Sets



t isn't often that game developers pay as much attention to detail as the developers of NASCAR Racing having. A respected title for the PC, this game is now making the jump to the PlayStation. With updated tracks and drivers, NASCAR is expected to enjoy the same success it experienced on the PC.

Presently in the finishing stretch at Sierra On-Line's

award-winning development

Group, NASCAR Racing will

division, Papyrus Design

employ actual drivers and

as well as 16 true-to-life

tracks. Now some racing

teams from the 1996 circuit,

games claim to be realistic,

but when Sierra savs "true-

to-life," they mean just that-

16 tracks, modeled from real

video footage, which feature



all precise, the braking spots in the proper location, everything is as close to real life as any simula-

tion could hope to be. But the tracks

aren't all the designers focused on. Each car is fully optimizable, with the opportunity to change every element that might make a difference to your racing performance. Everything can be monitored during the race, so that you'll know what you need to change at the next pit stop.

This level of detail might make the first-time player a bit squeamish, especially if he doesn't know all that much about the finer details of NASCAR racing. It is for just such a player that Sierra is incorporating an Arcade Mode which will automate those features that players uneducated in the ins and outs of NASCAR might find confusing or tedious. This should make the game more accessible for a wider

audience, although the racing will still be more challenging than the average racer. The developers are also including two "fantasy tracks," challenging courses with high banks and sharp turns, guaranteed to rattle even the most seasoned drivers. In addition, three of the 16 NASCAR tracks can be run at night, bringing the total





Experience the thrill of NASCAR racing from the driver's seet.

number of different racing experiences up to 21.

Fans of the PC version will attest to the fact that this is one serious simulation. The level of detail that the developers have incorporated into this title is not intended for the passive observer or one-time player. But with its fully comprehensive approach, this game is certain to be an instant favorite among fans of the NASCAR racing circuit everywhere.

### A quick NASCAR FY (

- A TROSOVORFO PRINCIPLE with NASCAR racing, here are some interesting tidble about what's being called the fastest-growing spon the country. The Nation Association for Stock Cal Automobile Racing cons of 12 different racing divisions that hold over 2.00 racing events each year. Stock car racing, like m competitivé sports, ha strict rules regarding the type of equipment used and the level and type of vehic enhancements allowed. NASCAR also has a "conpetition department" to constantly reviewing and perfecting both the rule the sport and the techno gv and equipment to No. of Parts



Dover Bowns International Speedway Dover, DE 1.0 Mile

Stock racing from the inside out 140[[데제

Tres pro





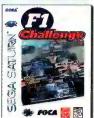
The most realistic racing experience yet for the Sega Saturn. Amazing 3-D graphics and tight control for gameplay so intense you can almost feel your head rattle.



Six action-packed tracks including Monte Carlo, Suzuka and Hockenheim and five top authentic Formula-1 racing teams featuring Ferrari, Benetton, and Williams.



Customizable player settings for greater control of your car's performance including mid-race pit row changes.



"This new racing sim sets the pace for the rest of the field... The game's 3-D graphics match or surpass Sega's previous racing titles..."









# ScoRe

# DECATHLETE · SATURN · SEGA SPORTS

Sega's going for the gold, and they have made a great game. You actually feel as though you are taking part in the Olympics. It's not a game where you tap as fast as you can and the fastest person on the trigger finger wins. The game



needs more participants, but it is fun to play and it is very addictive. Track and field fans will have a blast with Decathlete.



This is the best-looking Olympic game I've ever seen. The animations are true-to-life, and different angles of the characters give you realism and dramatic feel of the game. Despite being one of those "tapping games," this actually requires some strategy, especially in the

running events. Considering this is a world-wide event, more characters are needed to begin with.



# OLYMPIC SUMMER GAMES • PLAYSTATION • EIDOS

The frame rate on some of the events is a little too slow. The button combinations are tough to figure out even with the instruction booklet. The events are a little too hard to execute, and once I got a decent score, I didn't feel like playing it



over and over again. If you're a track and field fan, rent this game first. It has an Olympic license, but no medal ceremonies.



Despite having realistic mechanics on how the characters move in the various events, the frame rate and character appearance do require some attention. A positive side of the game is that you have a lot of competitors to go up

against. The game does get difficult in some events, but in the end, it's another one of those "tap the buttons as fast as you can" games.



# TRIPLE PLAY GOLD EDITION • GENESIS • EA SPORTS

There's not too much of a difference between this year's version of Triple Play for the Genesis and last year's, except for the title and a few cosmetic changes. If you own a Genesis and don't own last year's version of Triple Play, then step up



to the plate and rent it first to see if you like it then go from there. Other than that, it is still a lot of fun to play.



You won't see a dramatic change in the look of this game, but when you begin playing, you'll start seeing the new features that this has to offer. You may have noticed the Al has improved. As a stand-alone game, this is a very good baseball game with all of

the fixins, but in this 32-Bit age this game falls a bit short. Nonetheless, a great addition for the Genesis.



# COLLEGE FOOTBALL USA '97 • GENESIS • EA SPORTS

Avid college football fans who are still into their Sega Genesis should enjoy this game. It's not that much different than last year's version except that the graphics have been updated and a few new plays have been added on both



sides of the ball. The gameplay is solid, but I still get the feeling that I played this game more than once before.



Once again another football game from EA Sports that will continue to fuel the Genesis. If you've been playing the prequel you'll have noticed the not-sodramatic changes. Looks and sounds are intact as well as other features

from before. Of course, Al has been improved to give seasoned players more challenge. It's still a great game to play.



# The Third Installment to the



# Shining Wisdom Contest

# THE CAR AND ITS DINKY ORB



In order to get the car, you need to equip the Blast Orb and almost any other weapon/item. North of the bridge that leads into Odegan there is a bush that needs to be blown. Simply slide, blow or blast into the bush and these stairs will appear. Go down the stairs and the Toydona Car awaits you.





In order to get the Dinky Orb, you must first get the car. Then, go to Grandpa Ebineezer's house with the car equipped and talk to Ebineezer while he's resting. He will take you to the old racetrack out back and make you prove your driving skills. If you complete the three laps in less than 1:30:00 you will receive the Dinky Orb.

# ORBS, ORBS AND MORE ORBS



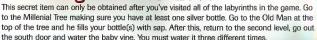
The Gale Orb is one of the most well-hidden items in the game. It can be found only when you are battling Pazort because the Gale Orb is buried in his lair. On the northern edge of his platform, just south of the Dark Titan's large hand, you will find this item by digging repeatedly with the mole law.





To find the Power Orb, you need to go into the wine cellar of Odegan Castle. This room is just east of the room in which you received the Hercules Glove. From this room, equip the slide shoes and the spark orb. Slide into the lightning bolt on the wall and you will be transported to the secret area underneath Odegan Castle. Search around and you will find the chest with the Orb.

# The Long Vine of Love







5. To enter: send a legible pictor-graph or a video tape showing the final status summery screen (as depicted below) from the Segs seturn/RPG Shining Wisdom to: Shining Wisdom Contest ofo Working Designs; 18135 Clear-Zenal Read, Redding, CA 98001.

Entry as children as you with, but only the origin ferrated from a purpose excessed advisorable of the consideration. Limit goes automission per gene server, pulgations general access and control access submitted by definition entry of the control access and the control access and the control access and control acce

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# 144 EGM



# WHY CAN'T WE JUST KEEP THE PEACE?

Dear EGM

am writing to ask a simple question: Wire can't we all just get along? Must there always be dissension in the ranks of the video gaming industry? Wouldn't it be great if Nintendo and Sega users were happy with their respective systems with out bashing the other great systems? I'm sure that I'm not the only guy who has more than one game system. I have a NES a Super NES, a Sega Saturn and a Sony PlayStation, and I will get the Nintendo 64 when it arrives in the U.S. There are many good and bad qualities to all of them. It's not likely that one system is superior to the rest in every area. The majority of the mail I read in EGM and EGM is concerning whether one system is better than the other. They are all great gaming systems. I say, enjoy what you have and don't worry about what the other person has (unless you are planning to buy what the other person has, then learn all you can before making the plunge). Thanks, and keep the reviews coming.

David W. Rigdon joker@scott.net

Bravo, Mr. Rigdon. We actually stopped printing all of the letters that contained nothing more than mindless chatter about who has the better system. If some of the letters had something new to say, then that's a different story, but we usually get countless letters that say "So and so sucks, this is better, that's all." Some people even had the gall to claim that the Nintendo 64 is the best system ever before it even came out. It's funny to see company loyalty reach the extent to where people are hallucinating playing games on a system that they have not yet touched. We think it stems back to childhood inner fears. What fears you may ask? Fear of having a lost console. A lot of people do have multiple systems, but many only have one. If they've invested money in one game system and a bunch of games for it, then they'd want to see the system do well and survive the test of longevity. The last thing they would want to see is the system fail, then they'd be out of new games to play. So what do they do? Defend their systems with all of their heart and mouths then put down other systems that pose a competing threat. Some are legitimate complaints, while others are intangible nonsense. A lot of it is also fueled by modslinging propaganda and advertising.













Much of the rivalry among game players derives from the companies' advertising campaigns that bash each other.

It's too had people do not realize that competition is healthy and can only beniefit us. Imagine the crap we would get for games (not to mention the high prices) if only one system was available and no other company was willing to battle for our dollars. Now we get to sample the best games in the world as each game company tries to outdo the other.



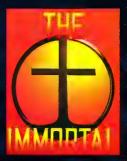
Congratulations Mr. Rigdon. You win an Acclaim Dual Turbo Joystick, but we do need your mailing address. Write us back (ATTN: Dan Hue) if you want your joysticks.



# IMMORTAL KOMBAT

Dear EGM.

I found this weird flyer in the Sunday (3-31-96) edition of the *Denver Post*. I don't know about you, but it seemed a little too familiar, don't you think? Jeremy Hinz Westminster, CO





Top: part of a flyer from the Heritage Christian Center advertising an Easter show that has, "music, live animals, dancing, flying angels and much more."

Above: the original Mortal Kombat logo. See the similarities in the fonts, color fading and lighting? It seems a little suspicious.

Thanks for the flyer Mr. Hinz. We talked to the Heritage Christian Center to see why the Mortal Kombat logo was used. Richard Davis, their graphic arts director, said that it was an intentional copy of the MK logo. They wanted to make a flyer that would have an aesthetic appeal to worldly people (mainly, mainstream folks who've yet to attend their church). At the time, in 1995, MK was a hot ticket, so the church wanted to capture a bit of its popularity. They made the flyer on their own, without the permission of Williams Entertainment, the original producers of Mortal Kombat. Davis said that their Immortal logo wouldn't be any real threat to Williams since it was for non-profit purposes. He also said that they changed the logo, "enough not

to infringe upon any copyrights." Has it been changed enough? The similarities are almost exact. After viewing the flyer, Williams' official word is "no comment." However, their PR department hinted that the subject will probably be dropped with no legal action involved. Perhaps that is in Williams' best interest. Would you want to provoke a church of God? Hell, we wouldn't.

# READDRESSING THE SONY PROBLEM

Dear EGM.

As a retailer. I must first say that I am pleased with the introduction of Sony as a new player in the video game market. However, a major problem we have seen with the PS is the number of defective units being returned. We see an average defective return rate of close to 20 percent. Our analysis shows that there is a problem but Sony will not acknowledge it. Have you found problems or are we just getting a higher rate of problems? We have spoken with several other retailers-both national and localand they report the same problems. The bottom line is this: Although PS sales outstrip the Saturn's, a greater percentage of defectives exist. Sony should acknowledge the problem and fix it. It would, after all, be good customer service.

John Butter Microplay-Douglasville, GA jcb2006@avana.net

Last month, we printed a letter regarding similar problems. Since that letter, we've received many more like Mr. Butler's. Further investigation showed that a problem does indeed exist with some (usually older) PlayStations. We contacted Som **Computer Entertainment America** (SCEA) to see what they had to say about this issue. They claim that only less than 0.1 percent of their consumer calls are in regard to troubleshooting or repair issues. They also say that those troubles are usually caused on the consumers' end. like playing the system 12 hours straight or placing the console on a carpet which affects its ventilation. Mr. Butler tells us that some problems with sound may be caused by a weak spring holding the laser eye. His solution is to insert the disc and turn the machine upside down. So what's

Sony's solution? Basically read the manual again and follow the instructions. What we're wondering is, if it's just a matter of consumer carelessness, wouldn't we see this rate of problems for other systems? The Microplay store that's run by Mr. Butler has only seen one defective Sega Saturn in over a year, vs. 20 percent of all PSes. Maybe Saturn owners read their manuals more carefully? Either way, Sony doesn't see this as being as big of an issue as some consumers are making it to be. Small comfort to the consumers. but they can always call 1-800-345-SONY for toll free customer service.

# ONE WORLD, ONE PLATFORM

Dear EGM.

Wouldn't it be something if Sony and Sega joined forces to develop a common hardware platform like Apple and IBM did for computers? It'd be up to developers to make the best games. I know these companies don't really make money on the hardware anyway. It'd benefit the company and the consumer. They'd be in a better position to take a bigger piece of Nintendo's pie.

Marc Garland McCoy no e-mail address given

That's what Matsushita is trying to do with Digital Video Disc. Not only do they want DVD to be a uniform format for video games, but they want to see DVD players replace VCRs, laser discs players, audio CD players and CD-ROM drives. It'll be a few years away, if it happens. Besides, both Sony and Sega are doing well right now. No plans are in the works for any kind of merger between Sony and Sega.

# DEPTT DICTION

Dear EGM.

Do you think it's fair to the game makers that some of your previews have pictures of the actual game and some have pics of the cinemas, which aren't really part of the game?

Mike Jones Sanford, Maine

Our Protos section's previews are based on very preliminary work. Therefore, when game companies give us screen shots, it may only be of a couple of scenes, perhaps of the





cinemas, which many times is made before the game is complete. To make matters even more difficult, some new games are looking so good nowadays, that it sometimes becomes difficult to tell what's a tinema shot or what's a game shot.



Games (like Sega's Panzer Dragoon II) are reaching a point of cinema-quality graphics:

# NINTENDO 65 NEWS

Dear EGM,

Will there be complete compatibility between the Japanese and U.S. versions of the N64?

Erich Moraga no e-mail address given

The official word of Nintendo: "As of now, that issue has not been decided on yet." The interesting thing is, Nintendo designed the N64 with universal standards in mind, meaning each unit should be identical in architecture. It will be interesting to see how they will handle foreign cartridge lockouts, if any, EGM thinks that the N64 will be locked out by either a special chip or tabs and grooves similar to the ones that the Super Famicom and Super NES systems used to prevent one's cartridges to be played on the other's. (If that's continued in the case, then it's nothing that a sharp knife and a pair of pliers won't take care of.) We will get the word out to you as soon as we find out.

# Dear EGM.

I heard a rumor that Nintendo was only going to release 100,000 N64 units on the official release date of Sept.30. The Babbages employee who told me this said that in order to own an N64 before Christmas, it was necessary to prepurchase a unit. Is this true?

> Eric Talley no e-mail address given

Just as in Japan's original launch, initially only 500,000 N64 units will be released in the United States. That may sound like plenty, but demand is feverish for this 64-Bit machine. Will you have to preorder it to get your hands on one? Probably. In Japan, the first shipment of 300,000 of the 500,000 units sold out in four hours.

# VOID IN QUEBE-

Dear EGM.

I'm starting to have a problem with your so-called contests. They're good, I'll agree, but they would be better if I'm actually able to enter them. I live in Quebec, and I'm void in the majority of your contests. Is this some kind of political deal? I'm starting to think that you don't like Quebecers. If that is so, I think that I will no longer read your magazine.

Eric Boucher Doom666@gnn.com

Paranoia is a terrible thing Monsieur Boucher. All of our contests are subject to your local laws. Quebec has very strict laws when it comes to contests. It has nothing to do with EGM. Maybe you should consider moving, since contests are obviously a big deal to you. Besides, isn't there more to our magazine than just contests, like our great Letters section? By the way, we love Quebec. We even have Quebeccers working in our offices, but no way would we let them come to any of the office parties...

# YOU WANT SEQUELS

Dear *EGM*,

Here's a list of some great games that I feel need a sequel before they become completely forgotten: Metal Gear, Ninja Gaiden, ActRaiser, Dragon Warrior, Myst, Aliens vs. Predator... These are some of the forgotten favorites of times past.

John Norman no e-mail address given

It's a great list, and we agree with most of them. Sorry we couldn't list all of your games, Mr. Norman, but if you do some research, you'll find many of the games you've listed already have sequels out, some even have more than one, like Ninja Gaiden. Other games have sequels that are in the works, like Myst 2 (for

the PC first). We all have old faves that we'd like to see follow-ups for (Hey Bullfrog, how's about a new-and-improved Theme Park 2?). You should contact the developers and publishers of these games and tell them you'd like to see more. If enough noise is made, they just might listen. Some companies are even hip enough to listen to your suggestions for improvement.



Often, an old series may be repackaged together, like Ninja Gaiden Trilogy (Super NES).

# YOUR NEW PC: THE SEGA SATURN

Dear EGM,

I have noticed accessories such as floppy disk drives, keyboards, modems, RAM cartridges and mice coming out for my Saturn. I have heard similar rumors surrounding the PlayStation and N64. Is it true that my systems are doomed to turn into low-cost computers? If so, will this cause them to become involved in the constant upgrade wars computers are known for?

Richard Conlan Attleboro, MA

If you are the same Richard Conlain that previously complained about not getting your letters printed, then this is your lucky day. (Note: This letter is being printed because it's on a good topic, not because you whined!) Now, most of the computer-type add-ons being made for console systems are not that upgradable. Your mouse, keyboard, disk drives are all set. The Sega Saturn will get a 28.8 bps modem, which is just about as fast a modem as you'll ever need, unless you get yourself an expensive ISDN line. RAM is the only real concern. As games become more advanced, you may see a need for buying RAM expansion cartridges.









Put your creative skills to the test by decking out a plain #10 envelope (the long busi ness type) with your own unique touch. Send your letter art to: EGM Letter art, 1920 Highland Ave., Suite 222, Lombard, IL 60148.





This month's winner was brought to us by Manu Rendina from Chicago, IL. Great job, Manu. Your prize is on its way—an ASCII Specialized Control Pad for the PlayStation. It features rapid-fire controls for all buttons and slow motion for those intense moments.

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